WARHAMMER 40,000



CODEX

THOUSAND SONS


Thousand Sons
THE CHOSEN OF TZEENTCH

CONTENTS



THRALLS OF CHANGE 6-41

Unravel the sorcerous schemes of the Thousand Sons and how they enact their rituals of war.



SHOWCASE 42-53

Thousand Sons miniatures arrayed for battle.



COMBAT PATROL 54-63

Command the Prism of Zadophon in fast-paced games of Combat Patrol.

FORCES OF THE THOUSAND SONS 64-103

Select your Detachment then use your units' datasheets to claim victory.



CRUSADE RULES 104-119

Forge your army's narrative with these bespoke Crusade rules.

Brotherhood of Sorcerers 107
Agendas 112
Requisitions 113
Battle Traits 114
Boons of Tzeentch 116
Crusade Relics 117
Crusade Badges 118
Name Generator 119

POINTS VALUES 120

All the points values you will need to muster your army.

Introduction **66**
Army Rules **67**
Detachments **68**
Grand Coven 68
Changehost of Deceit 70
Warpmeld Pact 72
Rubricae Phalanx 74
Warpforged Cabal 76
Datasheets **78**
Magnus the Red 80
Ahriman 81
Infernal Master 82
Sorcerer 82
Exalted Sorcerer 83
Exalted Sorcerer on Disc of Tzeentch 83
Daemon Prince of Tzeentch 84
Daemon Prince of Tzeentch with Wings 84
Sorcerer in Terminator Armour 85
Sekhetar Robots 85
Scarab Occult Terminators 86
Rubric Marines 87
Chaos Predator Destructor 88
Chaos Predator Annihilator 88
Chaos Rhino 89
Chaos Vindicator 89
Chaos Land Raider 90
Helbrute 91
Forgefiend 92
Maulerfiend 92
Defiler 93
Heldrake 94
Chaos Spawn 94
Tzaangor Shaman 95
Tzaangor Enlightened 96
Tzaangor Enlightened with Fatecaster Greatbows 96
Tzaangors 97
Mutalith Vortex Beast 98
Kairos Fateweaver 99
Lord of Change 100
Flamers 101
Screamers 101
Pink Horrors 102
Blue Horrors 103

PRODUCED BY THE WARHAMMER DESIGN STUDIO

Codex: Thousand Sons © Copyright Games Workshop Limited 2025. Codex: Thousand Sons, GW, Games Workshop, Space Marine, 40K, Warhammer, Warhammer 40,000, the 'Aquila' Double-headed Eagle logo, the 'winged-hammer' Warhammer logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publishers.

This is a work of fiction. All the characters and events portrayed in this book are fictional, and any resemblance to real people or incidents is purely coincidental.

British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

Certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging.

Games Workshop Ltd, Willow Rd, Lenton, Nottingham, NG7 2WS

Games Workshop Limited - Irish Branch
Unit 3, Lower Liffey Street, Dublin 1, D01 K199, Ireland

WARHAMMER.COM





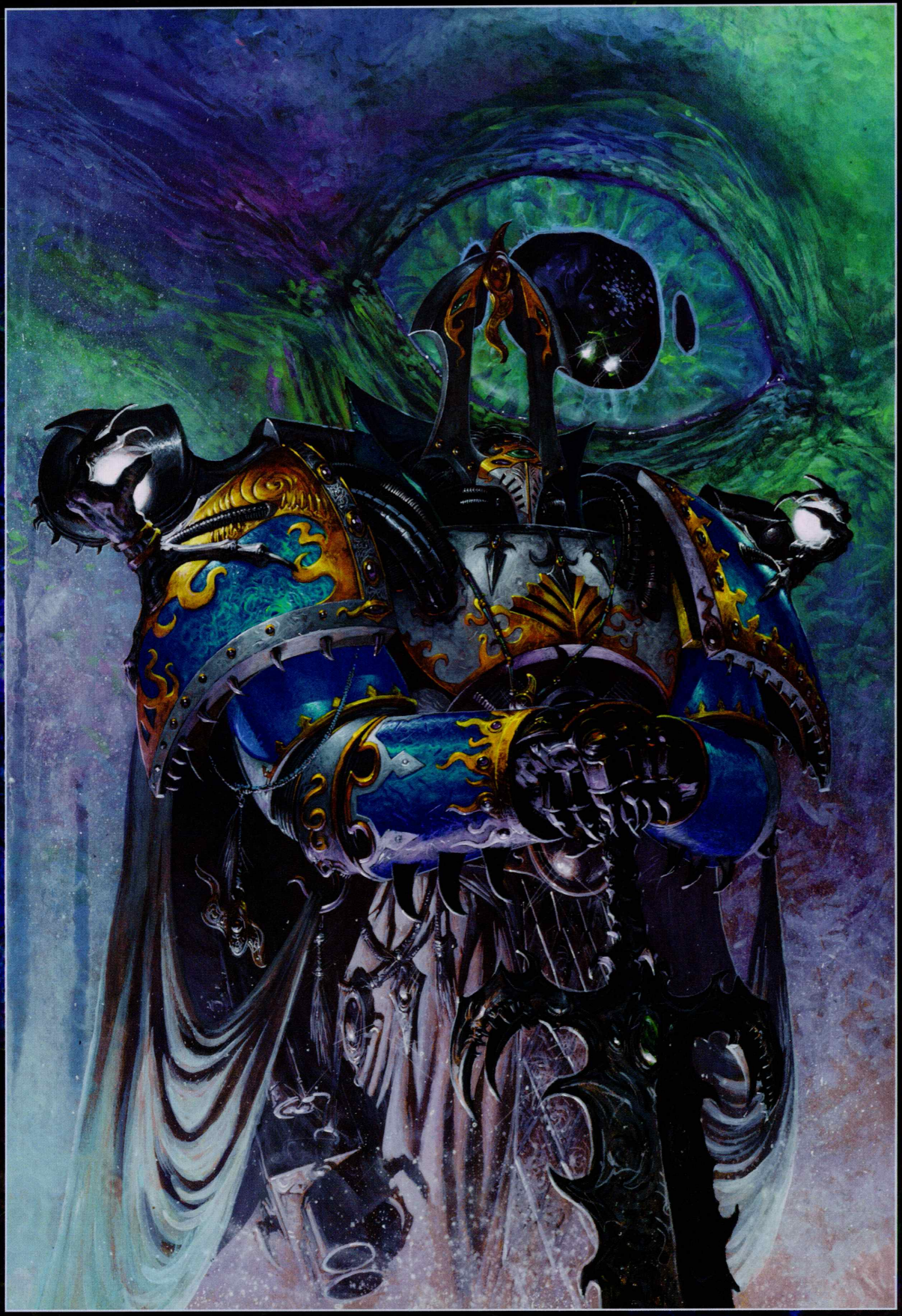
Thralls of Change

ONLY THE WEAK AND THE WITLESS SUCCUMB TO FATE RATHER THAN MASTERING IT. SO CLAIM THE SORCERERS OF THE THOUSAND SONS. THESE SCIONS OF THE CYCLOPEAN PRIMARCH, MAGNUS THE RED, ARE EGOTISTICAL WARRIOR MAGES. THEY BEND UNFETTERED MAGICKS AND UNCLEAN SORCERY TO THEIR WILL, DISTORT DESTINY AND TRANSMUTE ALL BEFORE THEM IN ROILING WAVES OF CHANGE.

PERCEPTIONS TWIST WITH ABHORRENT ILLUSIONS WHERE THE THOUSAND SONS STRIDE. AT THEIR COMMAND, THE FOE'S FLESH MUTATES INTO UNHOLY FORMS. WHERE THEIR DOOMED ENEMIES MUSTER A MUNDANE OPPOSITION, THE THOUSAND SONS UNLEASH WARPFLAME AND SORCEROUS FIREPOWER TO SCOUR DEFENSIVE HOLDOUTS. THEY FLENSE MINDS WITH EMPYRIC MADNESS AND DRAW FORTH THE WHISPERED GIBBERINGS OF DAEMONS WITH FORBIDDEN RITES.

THE SORCERERS' NUMBERS ARE FEW. AT THEIR COMMAND ARE RANKS OF HOLLOW WARRIORS, SUITS OF SORCEROUS BATTLE PLATE HAUNTED AND ANIMATED BY ANCIENT SPIRITS WHO FIRE BARRAGES OF ARCANE BOLTS. WAR HERDS OF BESTIAL MUTANTS SCREECH AND CAW AS THEY FLOCK TOWARDS THE SORCERERS' OPPONENTS, SAVAGE BLADES READY TO STRIKE. LUMPEN MONSTROSITIES AND TERRIFYING SPAWN LUMBER ALONGSIDE SIGIL-CARVED BATTLE TANKS, WHICH UNLEASH ENSORCELLED SHELLS, AND DAEMON ENGINES POSSESSED BY CACKLING ENTITIES.

WITH THE POWER TO MANIPULATE REALITY TO THEIR SINISTER SCHEMES, INSANITY REIGNS WHERE THESE DIABOLICAL CHAMPIONS OF TZEENTCH SET THEIR FATEFUL GAZE.



RITUAL CABALS

Alone, a Sorcerer of the Thousand Sons is a deadly psyker lord, whose combination of supreme empyric talent and gross ambition leads them to wield the horrifying powers of the Warp with greater mastery than their rivals amongst the other Traitor Legions. Their sorcery and esoteric knowledge make them highly sought after by other heretic warbands, and some bargain their services – and those of their automata thralls – for all manner of strange gifts.

Amongst their thrallbands, the magisters of the Thousand Sons are more dangerous still. Despite the lies, politicking, rampant greed and sorcerous manipulation that sometimes put Sorcerers at odds, when they pool their power, few can stand against them. Together, cabals of Sorcerers can weave grand rituals and complex spells that would be dangerous to attempt alone. The results of such rituals can be apocalyptic. Some invocations can open a route for the daemons of the Warp to claw their way into realspace. Some incantations can crack continents. There are conjurations that enable the Thousand Sons to walk between worlds, spells that distort time and fate, and hexes that corrupt the destinies of entire planets.

TZEENTCH'S LEGION

Of all Tzeentch's mortal thralls, the Thousand Sons are the favoured servants. They are a twisted brotherhood of transhuman Sorcerers and soul-bound spirit warriors, all steeped in corrupted magicks. One of the original Traitor Legions who turned against Humanity ten millennia ago, the Thousand Sons feed their lust for esoteric power and vengeance by weaving destructive schemes of empyrically fuelled witchery.

The Thousand Sons were once a Legion of loyal Space Marines, hailed as amongst Humanity's greatest defenders. Created through the arcane genetic science of the Emperor, they were granted incredible power and raised above the common herd of the men and women they fought for. Forged into demigods with transhuman strength, they were equipped with some of Mankind's greatest weapons and armour and charged with securing Humanity's fate amongst the stars. However, all the boons the Emperor granted stoked a need to uncover the secrets of yet more. They turned their faces from the Emperor and followed their Primarch, Magnus the Red, into treachery.

Ever since, the Thousand Sons have been a malefic hex upon the galaxy and amongst the greatest threats to the Imperium of Mankind. Although a legacy of ancient betrayal, mutation and fell sorcery has left the Thousand Sons' mortal warriors few in number compared to other Traitor Legions, those that survive possess incredible psychic power wedded to the genetically augmented prowess of their Space Marine heritage. Like all supreme manipulators, the Legion's psykers have their servile pawns. At their command march what remains of the Legion's other warriors. Cursed by a terrible spell thousands of years ago, Rubric Marines and Scarab Occult Terminators exist as rune-etched suits of armour animated by the trapped spirits of the Sorcerers' battle-brothers. Besides ancient battle tanks aglow with arcane sigils, the Sorcerers also call upon all manner of mutated Tzaangor Beastmen, screeching their praise of Tzeentch, as well as insane grotesques saturated with magical power and growling war engines possessed by daemons of the Warp.

Between their physical and sorcerous power and the fell knowledge they possess, the Thousand Sons see themselves as beyond any mortal notion of restraint or limit. They each feel a constant, desperate need to fuel their power further, either heedless of the costs or, more often, with an unknowing thrall already in place to suffer any consequences. They believe they alone have the power and the will to uncover the secrets of the Warp, to master the daemonic entities that reside there and to exploit the timeless infinities and fractal strands of fate the realm offers for their ends. They seek to breach the limits of their minds and transcend the boundaries of existence. Their psychic capabilities and the inconstant and unreliable favour of Tzeentch, the Chaos God of hidden knowledge and magical power, leave them in no doubt that such boundaries do not apply to them. Whatever secrets exist in the universe are theirs, they believe, by right.

With an avid hunger for empyric enigmas and malefic rituals, they seek out forbidden lore and cursed artefacts of occult significance. They ransack magical libraries for their arcane texts and bleed psychic practitioners of their otherworldly power. The guardians of mystical vaults and xenos fanes are smashed asunder or transmuted into hideous mounds of multicoloured flesh before the Thousand Sons' magisters effortlessly pick apart sorcerous wards to reach their prize. Sites saturated in the power of the Warp, heretical tomes penned by the insane or the possessed, and artefacts inhabited by malefic entities all draw the avaricious gaze of the Legion's sorcerous adepts.

For all their scholarly disdain and esoteric ambitions, the Thousand Sons' hearts are as embittered and spite-filled as any heretic's. The power they wield is often turned to schemes of vengeance upon the Imperium of Mankind for the ancient wrongs done to them. Some of the raids and massacres the Thousand Sons orchestrate upon Imperial worlds, the Sorcerers claim to be vindications of their righteousness. Ritual sacrifices of the crews of entire patrol fleets have been committed in malicious retaliation for real or imagined slights. Other ambushes, disruptions, assassinations and slaughters may be intended to twist fate and force destiny onto paths that suit Magnus' scions. Equally, many of the Thousand Sons' attacks have no immediate motive. Many are undoubtedly part of the Sorcerers' labyrinthine plans that are unfathomable to their enemies, but others appear so inexplicable that they seem like madness.

As with many followers of the Chaos God Tzeentch, the Thousand Sons are agents of spiritual and physical change. Mutation has haunted the Thousand Sons since their very inception. After embracing the power of Tzeentch wholeheartedly, many have come to bear his mark in some form of physical aberration. Some abhor such manifestations, recalling the horror with which the Legion viewed the uncontrollable flesh-change. Many of these seek to employ ever greater sorceries to purge themselves of what they consider taint or to redirect its insidious onset onto luckless



servants, even as their use of the Warp's power saturates their form with more malignity. Others accept the bizarre and changeable colours, deformities and appendages of their mutations as a sign of dark favour from their fickle deity and bear them openly.

PLANET OF THE SORCERERS

The original home world of the Thousand Sons, Prospero, was reduced to utter ruin and devastation amidst the galaxy-spanning civil war known as the Horus Heresy. Now, Magnus the Red holds court upon an insane daemon world of ensorcelled geometries, magical vortices and a ceaselessly transmuting landscape. Sortiarius – known to some of the Legion's enemies and wary allies as the Planet of the Sorcerers – orbits Prospero's star like a changeling twin of the ruined home world. Translocated into the system from the Warp through a ritual of obscene sacrifice, Sortiarius seethes with raw empyric energy. Empyrogeometrical constructs protect Magnus' domain with interwoven spells, shielding it with illusory glamours as they probe any who approach for weaknesses. The daemon world serves the Primarch and his gene-sons as sanctum, sorcerous laboratory and, not least, as a martial staging ground for many of the Thousand Sons' most destructive wars. The Sorcerers' glittering towers – impossibly huge mobile fiefdoms of insane architecture and coruscating energy – traverse Sortiarius' mutated landscape, following occult parabola. Tzaangor herds and mindless Chaos Spawn prey upon each other across topographical features whose form or even existence can flux from moment to moment. The only fixed point in this hellscape of change and sorcery is Tizca. Once the capital of Prospero, now this huge city of veined megaliths, gargoyle-crusted obelisks, pyramids of bone and flocks of daemonic abominations stands as testimony to the treachery of the Thousand Sons.

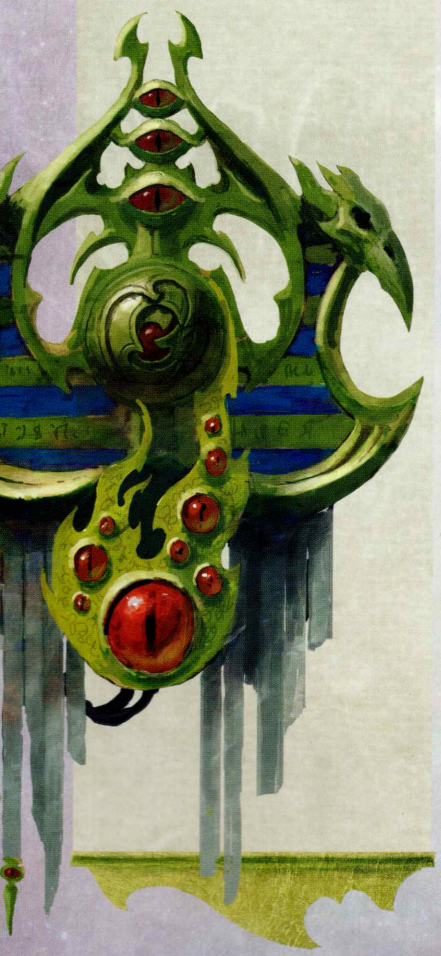
EARLY M41
POWER UNBOUND

In their war with the Necrons of the Nephrekh Dynasty, the thrallband known as the Silver Sons loose a quartet of Heldrakes upon a Tesseract Vault. The winged monstrosities tear the prison open, freeing the C'tan Shard within, allowing it to begin a years-long rampage through Nephrekh space.



THE COVEN OF THREE

Nine centuries have passed since the eerie triad of Sorcerers known as T'yeng, T'yor and T'yil completed the final step of the forbidden rite of Vordrek's Conjunction. On that night of blood and horror, they ritually sacrificed every last defender of Saint Bassolius' Shrine. In so doing, they bound their souls and minds inextricably in the Warp and thus magnified their gestalt psychic might by a threefold magnitude. A silent communion allows these Sorcerers to scheme together even should they be battling light years apart, spreading confusion by claiming one another's names. All the while, each plots the others' deaths to claim the power of the triad for themselves.



UNFETTERED HUBRIS

Ten thousand years ago, through their arrogance and pride – no less that of their Primarch, Magnus the Red – the Thousand Sons turned traitor. What had been a Legion of learned warriors fighting to unite the galaxy under Mankind became a heretical coven of Sorcerers eager to employ forbidden power.

The Thousand Sons were inheritors of their Primarch's mental and physical fortitude but were also disposed to unstable psychic mutations. Magnus' reunion with his Legion was a great boon for the Thousand Sons. The rampant manifestation of psykers throughout their ranks had caused them to be feared and despised by many in the Imperium, with some calling for their complete eradication. Even amongst their fellow Space Marines, some viewed the Thousand Sons as a danger to Humanity – an entire Legion of potential mutants armed and armoured with Imperial technology. By relocating the Thousand Sons to Prospero, Magnus saved his sons from the witch hunts that sought to purge the Imperium of psykers. He then turned his colossal intellect towards instructing his gene-progeny in psychic mastery, training them to control the enormous power within them.

Some of his sorcerous gene-sons believe it was at this early stage that Magnus first entreated the Chaos Gods for the power to stabilise the mutations that ate at his Legion. Whether or not the threshold of sorcery was crossed at this time, Magnus fostered in the Thousand Sons some of the most potent Librarians of the epoch. Their might was terrifying to behold.

The powers employed by the Thousand Sons did not go unnoticed by the other Legiones Astartes. Battle-brothers witnessed their Prosperine allies tearing open psychic maws in the skies above battlefields, from which bolts of eldritch energy raked the enemy ranks. They saw them unfold prismatic hexes and act on knowledge they should not have been able to possess. Alien war machines were pulverised by force of thought, and the flesh of the faithless was tortuously warped by will alone. Though Librarians of many Legions possessed similar psychic might, their abilities were disciplined, carefully controlled and honed to be a tool of the Imperium. The wanton fashion in which the Thousand Sons wielded their psychic energies showed no such restraint, and the effects they achieved were far more terrifying.

Such powers had been seen in other places in the galaxy – in dark places, the light of the Emperor had not yet reached. On worlds controlled by enclaves of heretics who openly worshipped unknown gods, warriors of the Great Crusade had felt the same unfettered psychic fury they now saw used by Magnus' Legion. Once again, suspicion and mistrust loomed over the Thousand Sons, for even amongst other Imperial psykers, they were seen as practitioners of the abhorrent. Their most vocal detractors were the sepulchral lord of the Death Guard, Mortarion, and the bellicose Primarch of the Space Wolves, Leman Russ. In the path Magnus had chosen for his Legion, they saw only corruption, and their opposition to their brother threatened to sunder the very foundations of the Emperor's new order.

THE BURNING OF PROSPERO

The Emperor sent Leman Russ to lead an occupying force to Prospero and bring Magnus to justice. Many heretical tracts have conjured lurid justifications for this decision, works that have been twisted into impossible contradictions. Whatever transgression had earned the Emperor's ire, it fell to the Space Wolves to end it. But Russ was deceived by Horus, whom he trusted and admired. With Horus' treachery still veiled, the Warmaster convinced Russ that the Emperor wished him to execute Magnus and eradicate his Legion.

When the Space Wolves fleet arrived at Prospero, they were utterly unopposed. Some believe that Tzeentch masked their approach, whereas others claim it was the light of the Emperor that blinded the Thousand Sons to their attackers. Others still say that Magnus shielded the farseeing vision of his Sorcerers and prevented them from perceiving the coming Space Wolves, for in his despair, he realised he had chosen the wrong path in his attempts to save the Imperium and now invited the retribution that would befall his world. Whatever the cause, the Space Wolves were able to bombard Prospero mercilessly. Fires raged across the planet's surface, consuming all that Magnus had created until only the capital city of Tizca remained.

Finally, unable to bear the irrevocable destruction of his gene-sons and all he had built, the Cyclops of Prospero wrought a great spell of translocation. With a whispered word of power, Magnus was spirited away before death could claim him and sent drifting through the Warp. There, he saw the salvation that had eluded him – he beheld sorcery incarnate. With inextricable finality, Magnus the Red forsook his Emperor and gave himself entirely to the Dark God Tzeentch. In that instant, what remained of Tizca and the Thousand Sons vanished from the face of Prospero.

When the Thousand Sons were seen again, they were operating from a daemon world: Sortiarius, the Planet of the Sorcerers.



Tzeentch is said to be the Chaos God of sorcery, fate and foretelling, trickery and manipulation, and constant change. He is the patron deity of those who seek knowledge at any cost. They are worshipped by those who desire the power to alter the fundamental state of all about them, those who wish to control or to acquire the dangerous gifts of the psyker and those who seek to connive and scheme their way into changing their fate – or those of their enemies. Tzeentch is known as the Changer of the Ways and the Great Sorcerer and is worshipped under countless other names by those who can never know the true nature of the entity to whom they offer sacrifice.



EARLY M41
THE BEAST WITHIN

On the high-grav world of Krachordia, abhuman Ogryn tribes bring down a mutant beast amidst the stalagmite jungle. The hunters find an undulating sac within its innards and feel a compulsion to bring the growth back to their tribe. Eventually, it splits open, and a radiant creature emerges. In their eyes, it is perfect in form, and they fall to their knees during worship. It is not long before they begin to change in its image. Months later, the Astra Militarum fleets arrive to collect their tithe of warriors from Krachordia. They find no trace of the Ogryn tribes – only a world overrun with hulking Chaos Spawn.

ELDRITCH STRATAGEMS

The air crackles with empyric energy as the Thousand Sons make their approach. An aura of maddening flux radiates from the Traitor Legion, twisting hope into despair as the Chaos-bound warriors emerge onto the battlefield from tears in reality. As their psychic presence flares brighter, time shifts, stretching seconds into seeming eternities and crushing minutes into fleeting moments.

The only anchors to reality that remain in the face of a Thousand Sons attack are the racing heartbeats of the fearful and the incessant pounding of Rubric Marines advancing in perfect unison. From the silently trudging ranks comes a hail of inferno bolts. These ensorcelled projectiles unleash the baleful energies of the Immaterium upon impact, tearing through armour and riving flesh with ease. Even when the enemy returns fire, the Thousand Sons press on unabated. Salvoes of shots ricochet harmlessly off the Rubric Marines' ancient and ornate plating, and energy blasts dissipate in the Warp fields that surround each heretic warrior. As the lifeless legionaries draw closer to the enemy lines, some unleash torrents of warpflame from sigil-crusted projectors, reducing all in their path to bubbling heaps of melted gore and slag. Scarab Occult Terminators heft curved blades sheathed in shimmering power fields, cleaving effortlessly through any foes that dare obstruct their advance.

Enormous battle tanks and engines of war rumble alongside the Thousand Sons, their corrupted machine spirits enslaved to the will of their dark masters. Rivulets of sorcerous energy flow over their gleaming hulls, mutating metal plating into hideously twisted faces and screaming maws. Crushing the enemy's defences with the sheer weight of firepower or beneath their adamantine tracks, the vehicles

then unload more Rubric Marines from their transport bays to stride wordlessly into the carnage.

The incessant annihilation perpetrated by the Thousand Sons shifts to rapacious slaughter with the charge of savage herds of Tzaangors. As their onslaught gains momentum, the cacophony of inhuman braying and bellowed prayers is added to by blasts of rugged firearms and the revving of chainswords. Ignoring those in their number who fall to incoming fire, Tzeentch's mutant footsoldiers hurl themselves bodily into combat, revelling in the transformations they work on their enemies' flesh with every hack and gouge.

The concentration of sorcery and the psychic agony of the dying pierces the veil between realspace and the Warp and draws forth Tzeentch's daemonic servants, who eagerly leap into the fray. Horrors of varied hues spill through the ruptured membrane of reality, obliterating the minds of those they behold or simply incinerating them with coruscating flames. The skies fill with floating Flamers unleashing daemonic fire upon those below and flights of Screamers that swoop down with terrifying swiftness to shred the flesh of the living with their fanged maws.

The hellscape of the battlefield becomes even more nightmarish as twisted monstrosities, neither natural nor daemonic, emit soul-shredding howls. Chaos Spawn – shambling heaps of musculature, claws and jagged protrusions – barrel forwards to eviscerate their enemies with unthinking fury. Those unfortunate foes caught in the flux field emanating from Mutalith Vortex Beasts are ravaged by hideous mutations, their internal organs bursting outwards and their bodies contorting into paradoxical configurations. Fuelled by the unquenchable anguish of entombed battle-brothers, Helbrutes pulverise the packed ranks that stand before them while Daemon Engines stomp or swoop across the battlefield, blasting apart enemy armour and crushing infantry beneath their massive frames.

SPECTRUM OF DESTRUCTION

When the Thousand Sons march to war, the very stars tremble before their displays of sorcerous might, great swathes of the galaxy are consumed by warpfire, and anarchy and madness reign supreme. Yet each battle is but a component in their impenetrable ploys, a single rite with a purpose incomprehensible to all but the most twisted of minds. Every merciless onslaught launched is but a single step in a millennia-spanning stratagem, and each world turned into a blazing pyre is a single component in yet another unfathomable ritual.

Though the Thousand Sons perpetrate their horrific wars throughout the galaxy, they do not see warfare as an end unto itself. Instead, through their studied violence, they seek to wreak change upon the galaxy and to draw to themselves power and knowledge. By divining the currents of fate – both past and future – they identify crux points in time, moments where calamitous upheaval can be wrought for the glory of Tzeentch.

To aid their grand designs, the Thousand Sons launch myriad raids on the worlds of the Imperium and xenos planets. Amidst the fires of these incursions, they wrest arcane technologies from long-forgotten reliquaries, despoil temples of their sacred tomes and bend the faith of the masses to Tzeentch's ever-shifting purposes. The lore of millennia is consumed and digested by the rapacious minds of the Legion's Sorcerers, who glean hidden truths that help guide them along their ruinous path.

In their campaigns, the Thousand Sons conquer vast tracts of realspace from which they draw the resources for their arcane war efforts. As they advance across the stars, their lust for knowledge brings them to sites of eldritch power, places saturated with the magic of profane rituals performed millennia ago. Some are worlds whose ancient inhabitants worshipped the Chaos Gods; others are planets with hateful entities buried deep beneath their surface. The baleful energy that hangs thick around such sites creates weak points in the veil separating realspace from the Warp. Here, the Thousand Sons commune with empyric consciousnesses, beckoning them to enter the material plane and entreating them to share prescient visions of the skeins of fate.

These places of power also serve as anchor points to which Exalted Sorcerers and Daemon Princes tether their enormous, system-spanning spells. Gigantic hexes are etched into the fabric of space itself, corrupting the reality within their bounds and causing it to tear violently open. From these gaping wounds, the Warp bleeds into existence, ravaging the minds of mortals with nightmarish perplexions and birthing daemonic beasts that descend hungrily upon the worlds of realspace.

The pandaemonic rituals by which Tzeentch's scintillating legions gain access to realspace can be wrought in insidious and destructive ways. The patterns to secure their presence are crafted by the Thousand Sons far in advance. Having identified the site of the future conflict through the entrails of captured psykers, the parsing of the Warp's whispers or one of many other means, Magnus' most oracular gene-sons lay their plans. Some will foment cults worshipping

THENAZAR AGAS

Having murdered and connived a sorcerous path through the ranks of the Cult of Manipulation, Thenazar Agas holds a position that exists in a web stretching across sects and thrallbands. He is a master puppeteer, with strands of control linking him to dozens of other Sorcerers and – through them – countless more servants of Tzeentch. Thenazar controls many directly, dominating their minds whilst they seethe with hatred of him. Others he works through proxies, including some who believe themselves masters of him in turn. In truth, there are far more than even his convoluted mind can track. Yet though his actions have sometimes resulted in his rivals allying to destroy him and his thrallband, the Keepers of As'trakh, he always manoeuvres an unknowing thrall to suffer in his place.



T'SATHIS VHORR

T'sathis Vhorr has employed daemonic pacts and centuries of arcane research to gain partial control over the causal streams. He has learned to perceive the invisible torrent of time and has mastered the ability to loosen its grip on events. His thrallband – the Blades Sinister – can vanish from the timeline seemingly at will, only to reappear, guns blazing, at times they could not possibly do so. They have pre-emptively ambushed those who initially trapped them and coordinated attacks with their former or latter selves as allies. Vhorr has even tricked foes into contradictory paths at the same moment in time and shattered them with weaponised impossibility.



a particular facet of Tzeentch, using empty promises to pressure their Human or alien agents to site their gatherings and rituals in locations of occult significance. Their acts of worship wear away at the barriers holding back the horror of the Warp. Some Thousand Sons also empyrically taint pilgrims or shipments of resources heading to a world, their arrival at the planet building up a nexus of sacrificial power. It might be achieved through words or images, secreting seemingly innocuous terms into a populace's everyday usage until their circulating repetition forms an inescapable lexical incantation.

Other thrallbands take a more direct and immediate approach to opening a path for daemons. The concentration of souls and the violent acts of change from life to death in cryptometric arrays on the battlefield can form their own pattern. Seemingly random surges by the Thousand Sons in one direction, the pulling back in another, goading sallies by the foe, and even offering up sacrifices of the thrallband's force to destruction by the enemy can all, in truth, be the opening gambits of a cosmic rite. The Sorcerers unleash terrifying psychic illusions to stoke fear in their foes. They thrust doubt or gibbering insanity into those enemies who would otherwise inspire courage. They twist communications to stall reinforcements or land the foe's artillery on friendly units. Finally, the soul tally their forces take – with arcane ordnance, mutagenic fire and sizzling beams of psychic power – and the manifold forms of their murders can open the way to the Warp's denizens.

The sects of the Thousand Sons prosecute their wars in various ways and towards inscrutable ends. Some blaze like a comet as they carve their ruinous warpath through space. The psychic scream preceding their onslaught is a portent of doom, heralding to all before them the horrors that will soon be brought into being. Others conduct their campaigns more subtly, silently preparing their offensives until the strike is at hand. The thrallbands of these sects insinuate themselves throughout a war zone, whereupon they work to sever those strands of fate that would oppose their total victory. Psychic whispers are sent echoing through the Immaterium to misdirect their enemies, time and space are bent to steer battlefleets wildly off course, and the currents of the Warp are shifted so that enemy psykers are consumed by the horrendous backfire of their arcane machinations. Such malefic dissimulation, twisting perceptions and fracturing convictions can even allow the Sorcerers of a thrallband to enter the mind of an enemy general. From there, they can reap battle plans or erase carefully considered countermeasures from their foes' memories. As combat commences, the general's army faces impossibly superior intelligence, and the Thousand Sons slaughter their floundering opponents with brutal precision.

For thousands of years, the sons of Magnus have been a scourge upon the galaxy, and over that time, many amongst their ranks have fallen in battle. But the Rubric of Ahriman – whilst stripping the Legion's warriors of their corporeality – rendered those it touched immortal. The dust containing the remnant essence of these warriors has been poured out on countless battlefields, blown from rents blasted in their arcanely sealed armour and trampled into the mud. When drawn together by a Sorcerer, the warrior's essence can be rejoined with its armour, and the spectral soldier can rise once more. Sorcerers seeking to raise an army of Rubricae hunt out the remains of the fallen, burning to the ground cities built atop forgotten sites of battle. Any surviving inhabitants are swiftly massacred by the newly risen warriors.

Ambitious Sorcerers also go to great lengths to procure Daemon Engines with which they can loose even greater destruction upon their enemies. Fell pacts are made with Warpsmiths or the devotees of the Dark Mechanicum who forge abominations of metal infused with empyric entities – the Thousand Sons offering sorcerous knowledge in exchange for the creation of these daemonic machines. Such pacts are fraught with betrayal, for both the Thousand Sons and those they barter with seek only to further their standing with the Ruinous Powers and will gladly betray one another when they can find an opportunity.

A sect of the Thousand Sons may join forces with the warbands of another Traitor Legion, only to turn upon their allies when the fickle winds of fate shift, or they may drive xenos invaders from an Imperial world only to sacrifice the planet's population in a pyrrhic ritual. Individual sects within the Thousand Sons may even go to war with one another as the cryptic machinations of the Great Conspirator set one scion of Magnus against another. In this seeming madness lies the method of Tzeentch. Through continual anarchy and upheaval, their will is made manifest throughout the galaxy, and upon their favoured mortal champions, they bestow manifold gifts.

Ultimately, each Thousand Sons Sorcerer is driven by selfish desire. Their thirst for arcane power is insatiable, leading them inexorably down the path that leads towards daemonhood. Only those most faithful to their patron god receive this blessing, leaving centuries of anguish and destruction in their wake.

Magnus dreamed. Soul-stuff slivers of the Daemon Primarch coiled through multiple fates. Some maintained his corporeal manifestation in the objective present, seated in a ritual circle atop the Tower of the Cyclops. Others spooled along destinies in search of the artefact he desired – the Mohrkaptic Syllabary – and the means by which he would acquire it. Within one of his potential fates, his self-slivers beheld a future echo of Magnus at war upon a battlefield scant years into a possible future. The two aspects of Magnus the Red regarded one another.

I seek an answer, the dreamer projected.

There will be a price, the warrior countered.

The dreamer's anger blossomed. Prices were feared only by the ignorant.

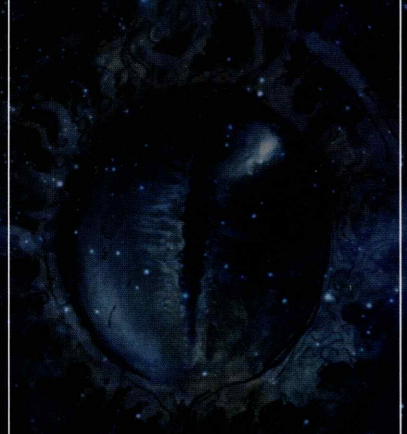
Show me how I come to seize the Mohrkaptic Syllabary!

The fatescape trembled at the violence of the dreamer's psychic command. In response, the warrior became more substantial, reality rippled outwards from his taloned feet as his daemon flesh shimmered and his great wings unfurled. Gritty indigo rock of a dried-up delta spread out under a dark sky as the fatescape transmuted. Dozens, then hundreds of soul-selves flared from pinpricks of light, solidifying into two armies as the vision emerged from a formless haze. His sons, blazing with their gifts, led squads of those others, the husks Ahriman had created.

Amidst his sons, the dreamer recognised Aeteph Veshret, an Arch Magister who commanded a notable sect of the Legion. Battle tanks ground forward, shining with the light of sorcerous sigils and firing salvoes that were grey in comparison. Herds of braying Tzaangors stampeded into the enemy. Facing them were entrenched mortals, guttering in the face of his sons' vitality, with others cowering in the lee of armoured transports. The dreamer saw none were a match for the change that would engulf them.

The dreamer followed the warrior, watching closely as his other self stepped seamlessly into the roiling battlefront of movement, sound and light. The warrior killed with gestures that unmade matter. He spoke hexes, the words manifesting into reality as spiralling beams of empyric power. He soared on prismatic feathers to land amidst a squadron of transports and carved them apart with a sweep of his blade – its mutating form a nonagenic riddle.

More of the delta became visible to the dreamer. The spectres of ruins materialised, and the dreamer saw an ugly citadel looming beyond them on the other side of the delta. It was layered in a distinctive pelt of petty secrets and worthless cantrips, as well as a fug of blood, pain and fear.



A fortress of the Inquisition, without doubt, he mused. *A holdfast of those tinkerers who believe themselves worthy judges of Humanity's destiny.*

Just so, the warrior replied. *Aeteph worried its location from the mind of one of the citadel's rival factions.*

In this astral projection, the dreamer could perceive a radiance seeping from underneath the citadel. The glow from the Mohrkaptic Syllabary passed through rock and metal, weak wards and even weaker energy fields, just as it had passed the scrutiny of the citadel's masters.

The dreamer felt a sudden twisting of the fates. From above, their approach masked until now by darkness and the sorcerous anarchy of the battle, a squadron of gunships screamed into one flank. They scoured their landing site with heavy weapons, cracking open the armour of Rubric Marines, killing Magnus' gifted sons. In concert with this aerial strike, a column of tracked transports surged out of hiding on the other flank. Squads of elite soldiers disembarked, scything through closely packed Tzaangors with powerful las beams. The citadel's Inquisitorial masters were not without deceit of their own.

You will prepare for this, came the warrior's voice.

The dreamer knew how he could. With each contemplation of a counterattack, it appeared here in this possible future. Heldrakes that until now had only been in potentia intercepted the gunships with raking talons and gouts of warpflame. A sorcerous portal yawned into being amidst the citadel's shock assault sally, disgorging squads of Scarab Occult Terminators whose existence here in this future had only just been formed with the dreamer's thought. These and other deceptions, illusions and treacheries would need to be prepared for this future, but the dreamer would now see it done.

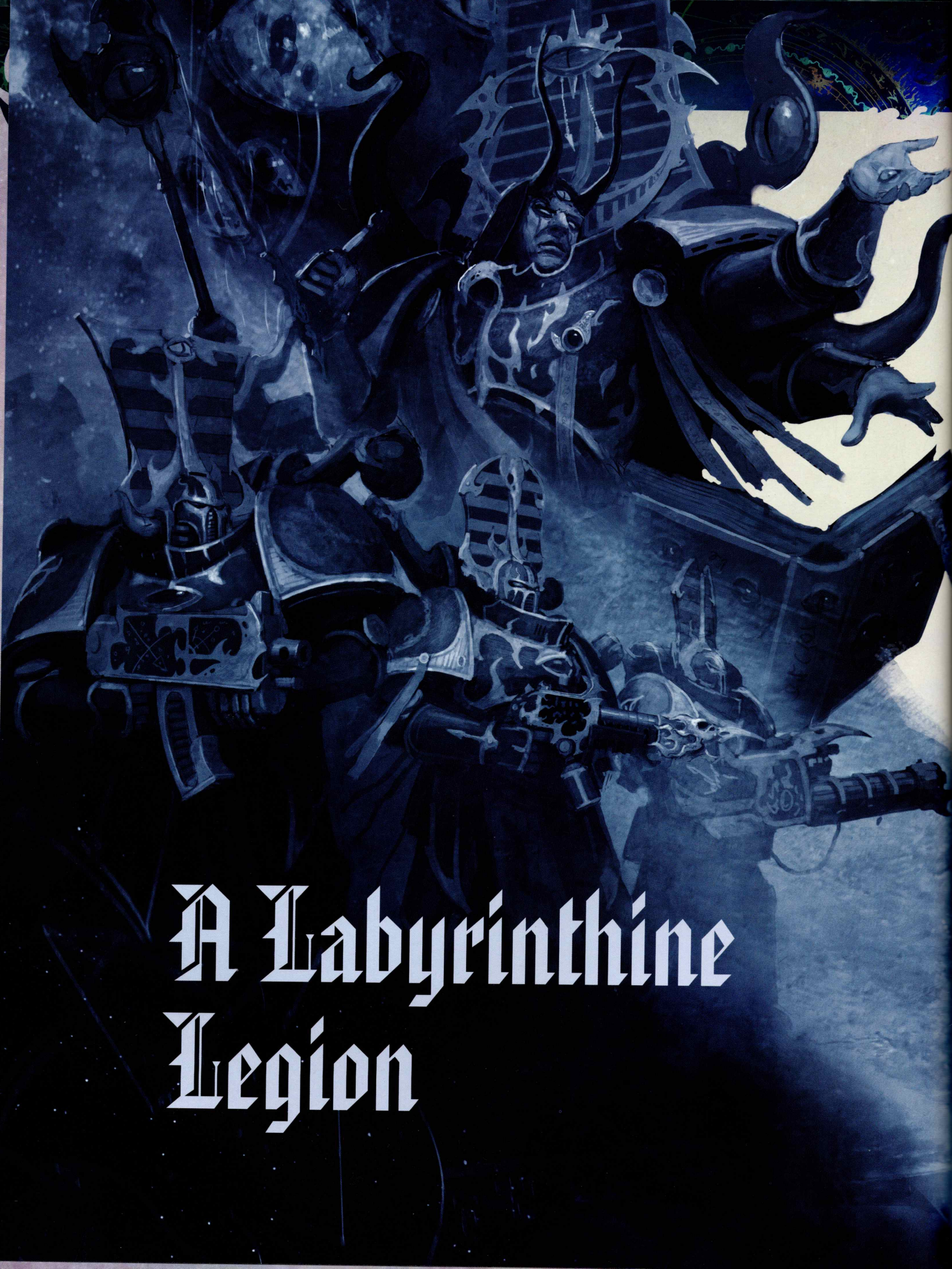
Fixated on such counters to the citadel's attempts at defence, his attention was suddenly drawn to an empyric scream and the ripping of reality as a spell slipped out of control.

It was Aeteph. The dreamer saw him consumed in rainbow-hued fire and his soul shredded by a psychic construct too much for him to contain.

The dreamer dismissed the loss as trivial. The price was worth the insights he had gleaned here. He witnessed his warrior self annihilate the last of the defenders and begin to stride towards the citadel's now defenceless entrance.

The vision faded.

Within the Tower of the Cyclops, the sliver of Magnus the Red, who occupied what his sons called the present, tallied the threads he now knew needed to be woven. The being sensed the approach of one of his sons. It was Veshret, of course, here to crow about the truths he had forced from his prisoner.



A Labyrinthine Legion

CONVOLUTED CABALS

After the Rubric of Ahriman, the confluence of once-noble fellowships that comprised the Legion was replaced by a hierarchy born of Magnus' will. The Thousand Sons were divided into nine Great Cults, each devoted to a separate facet of the God of Change, all serving a purpose in their unfathomable plans.

Though the Planet of the Sorcerers is a world in constant flux, its inhabitants are governed by a strict order set in place by Magnus. The spectral remnants of the Legion's warriors, known as the Rubricae, reign over throngs of mortal thralls, Tzaangors and mutated beasts infused with the power of the Warp, while above the Rubricae is the former bodyguard of the Crimson King, known as the Sekhmet. Raised above all of these is the Rehati – a coven of nine Exalted Sorcerers and Daemon Princes favoured by Tzeentch more than any other amongst the Thousand Sons, save Magnus himself.

From this overarching hierarchy, the Legion's forces are divided into nine Great Cults. At the head of each is a member of the Rehati, bearing the ancient rank of Magister Templi. Beneath each Magister Templi are nine other Daemon Princes and Sorcerers who, though lesser in rank, still bear Tzeentch's favour. These nine steer the cult along the ever-changing paths of fate. Other Sorcerers hold lower positions and, along with troops, tanks, mutants and Daemon Engines, can claim immense swathes of realspace for their masters. Each has worlds from which they draw resources and magical energy and populous planets to provide them with constant streams of sacrificial soldiers, slaves and subjects for their arcane experiments.

Each Great Cult is an amalgam of the twisted minds of those in its ranks, and though inherently self-serving, their members are ultimately bent towards the same purpose. To a mortal mind, untouched by Tzeentch's corruptions, the plans laid out by these Great Cults are utterly unfathomable, but to the Thousand Sons they are both a form of profane worship and a route to power. Often, the goals of a given Great Cult will undermine or even contradict those of the other cults. As such, the Great Cults are wary of one another, and their alliances are ever-shifting. The power and influence of each is also in constant flux, with every one going through cycles of activity and torpidity as befits their inscrutable machinations.

It is scarce for the entirety of a Great Cult to deploy in a single war zone, though when this does happen, the fabric of reality quakes in their presence. More often, its malevolent goals require its forces to be spread throughout space and time, allowing each splinter to play a role in some larger and more sinister stratagem. A Great Cult, therefore, comprises many sects, each of which prosecute their own seemingly unconnected campaigns. Where the combined forces of a Great Cult could set a whole system ablaze, a single sect can still devastate a planet. Several sects will launch simultaneous strikes across large tracts of realspace, plunging entire sub-sectors into disarray and panic. As nearby worlds send reinforcements to the embattled planets, more Thousand Sons appear to attack where defences have been stretched to breaking point. Devastating as they are, these attacks rarely give any clue as to the ultimate goals of the Great Cult.

A sect comprises multiple thrallbands, which can also act independently. With several units of Thousand Sons bolstered by auxiliary troops and vehicles, a single thrallband can obliterate an enemy fortress or turn a city into a blazing pyre. Several thrallbands operate in complete isolation – some have been exiled from the Planet of the Sorcerers, while others chose to leave to pursue their own ends. But even these forces ultimately serve the goals of one of the nine Great Cults, whether they know it or not.

THE NINE GREAT CULTS

The Cult of Prophecy's Sorcerers are guided by incessant whispers that bleed from the Warp. From these, they divine the outcomes of multiple futures and seek out events that can be twisted to their purpose. The Cult of Time, meanwhile, is enthralled by the flow of time as an unwrought resource that can be shaped into a weapon. The members of the Cult of Mutation embody Tzeentch's transfiguring aspect, embracing the warping of flesh and the twisting of reality itself. The Cult of Scheming is perhaps the most insidious of the Great Cults. Every conquest and withdrawal of its Sorcerers is a perfectly planned manoeuvre, a single step that leads towards some unseen master stroke.

The Cult of Magic is dedicated to the unfettered use of sorcery, often waging campaigns to secure arcane objects that, once seized, are foci in the weaving of devastating spells. Also drawn to sorcerous curios hidden throughout the galaxy is the Cult of Knowledge, particularly tomes of eldritch learnings and paradoxical logics. The Cult of Change, meanwhile, is anathema to order. They are the great unravellers, imposing their ever-shifting will upon sites of confusing anarchy. Then there is the Cult of Duplicity, its Sorcerers at once appearing fractured and singular in their purpose, and the Cult of Manipulation, whose plans use its tendrillar web of influence to sway the actions of its enemies.

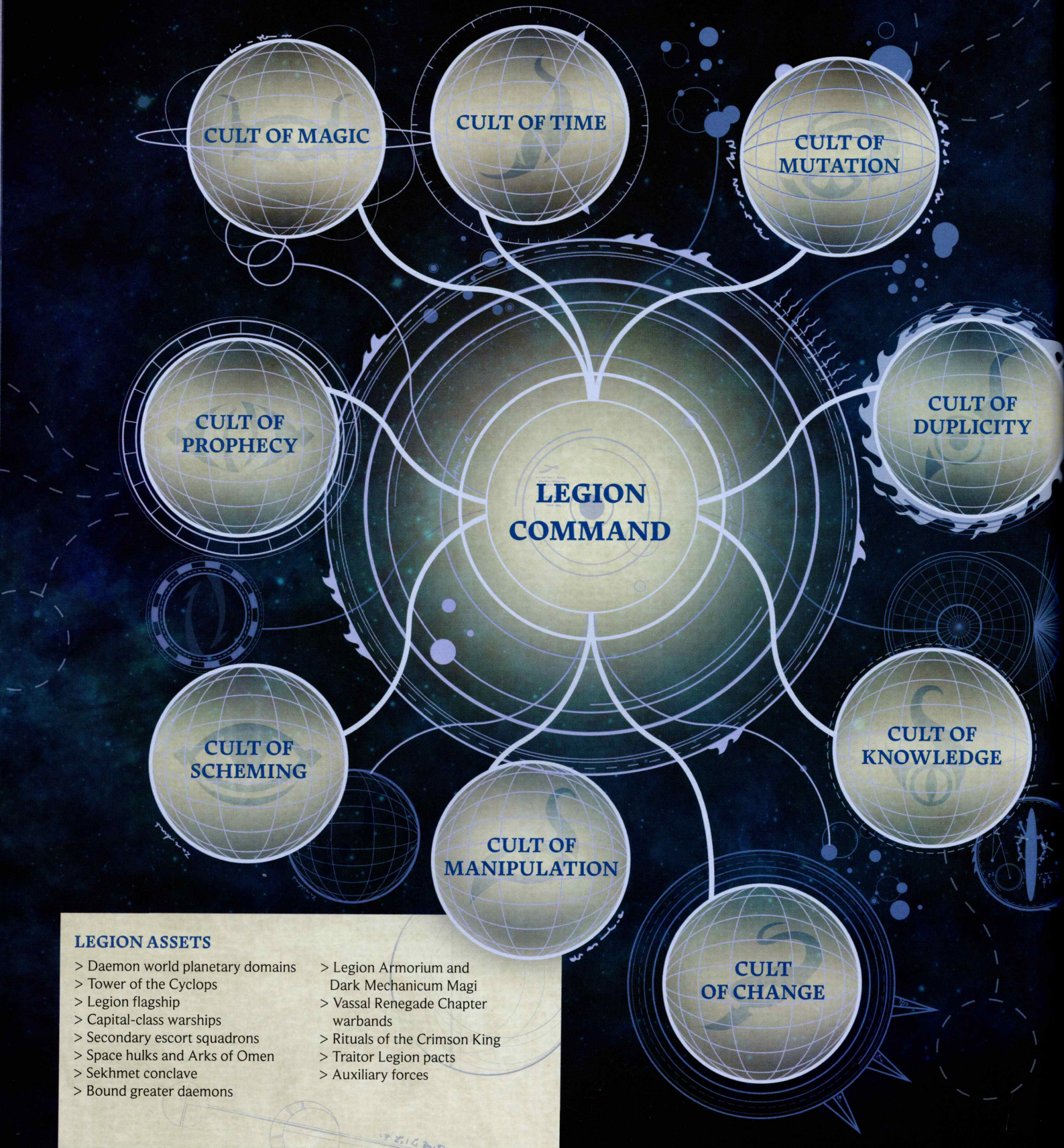
LORD KATAKLYSTIS

Kataklystis is known and feared across a dozen worlds. He has many names: the Flame Immortal, the Storm of Change, and the Incandescent One. The atrocities that he and his flock of Heldrakes – the Wyrvock Brood – have wreaked across the Asperoth Sector are the stuff of dark legend. His staff is forever wreathed in the kaleidoscopic fires of change. He bears the accursed Tome of the Pyre, and an unnatural conflagration dances forever within and about his armoured form. The Exalted Sorcerer conjures those flames at will to lash out and engulf his enemies, but he also has another use for them. Kataklystis channels his unholy fires into the furnace hearts of his packs of Daemon Engines, which he delights in fashioning and unleashing upon his foes. Enraged by the empyric inferno blazing through their mechanical hearts, these terrifying war engines rampage through the foe with a predatory ferocity that none can stand against.



A FRACTAL ORRERY

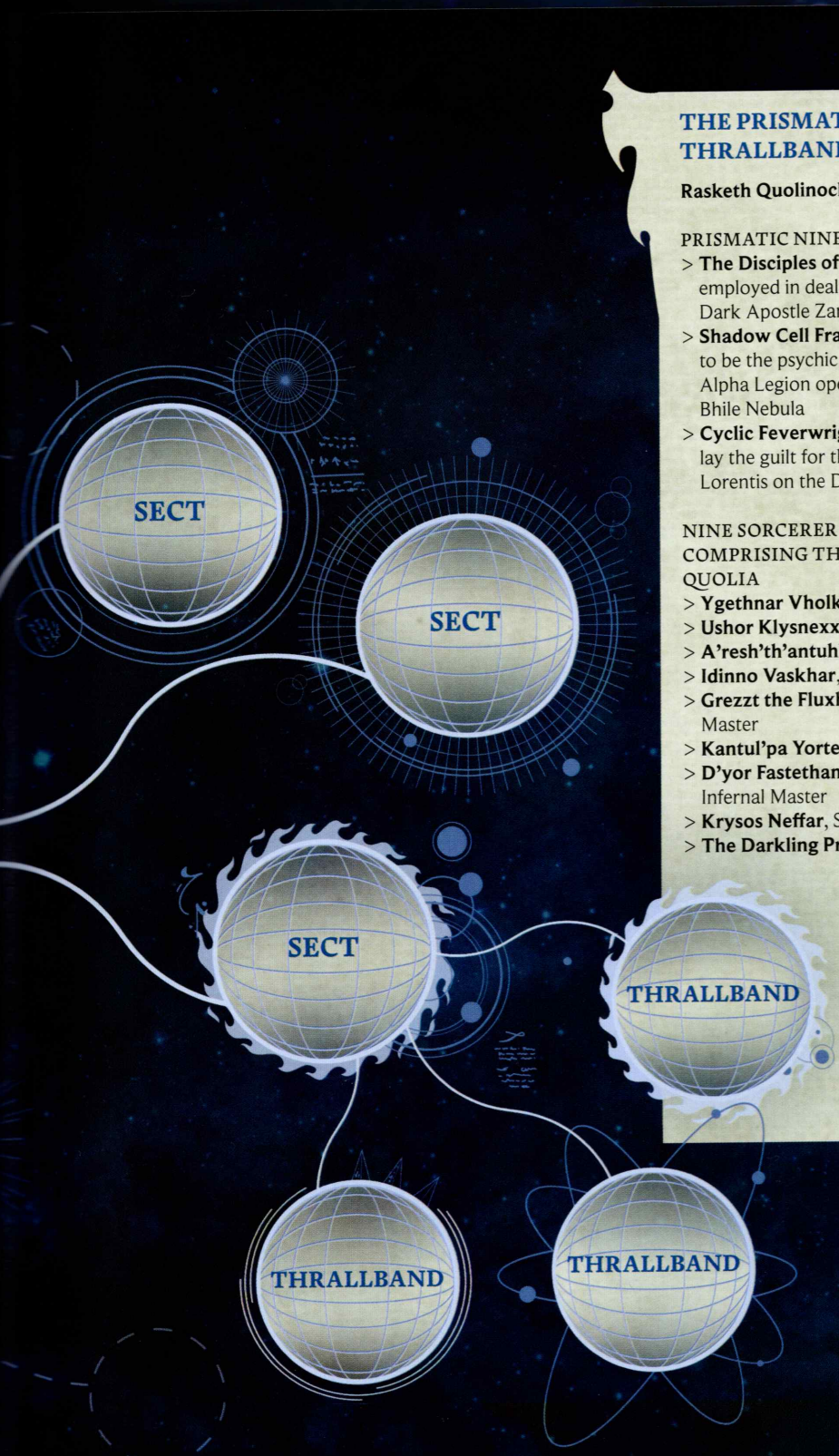
By the will of Magnus the Red, the Thousand Sons Legion is divided into nine Great Cults – twisted mockeries of the nine noble fellowships of Prospero. Each has hundreds of Sorcerers who guide thousands of Rubricae warriors to war, and though the relative power of each may wax or wane, nine there shall always be, for nine is the sacred number of Tzeentch.



LEGION ASSETS

- > Daemon world planetary domains
- > Tower of the Cyclops
- > Legion flagship
- > Capital-class warships
- > Secondary escort squadrons
- > Space hulks and Arks of Omen
- > Sekhmet conclave
- > Bound greater daemons
- > Legion Armorium and Dark Mechanicum Magi
- > Vassal Renegade Chapter warbands
- > Rituals of the Crimson King
- > Traitor Legion pacts
- > Auxiliary forces

GnomeCons



THE PRISMATIC NINEFOLD THRALLBAND OF THE CULT OF DUPLICITY

Rasketh Quolinoch, Exalted Sorcerer and Magister of the Prismatic Ninefold

PRISMATIC NINEFOLD ALIASES
> **The Disciples of Change**, employed in dealings with the Dark Apostle Zandro
> **Shadow Cell Fractus I-X**, believed to be the psychic call sign used by Alpha Legion operatives in the Bhile Nebula
> **Cyclic Feverwrights**, used to lay the guilt for the Firestorms of Lorentis on the Death Guard

NINE SORCERER THRALLS, COMPRISING THE CONCLAVE QUOLIA
> **Ygethnar Vholk**, Sorcerer
> **Ushor Klysnexxis**, Sorcerer
> **A'resh'th'antuhl**, Daemon Prince
> **Idinno Vaskhar**, Sorcerer
> **Grezzt the Fluxherder**, Infernal Master
> **Kantul'pa Yorteph**, Sorcerer
> **D'yor Fastethanebularimeh**, Infernal Master
> **Krysos Neffar**, Sorcerer
> **The Darkling Prince**, Sorcerer

LESSER SORCERERS AND THEIR RETINUES
> **Shapeth Izar**, Aspiring Sorcerer, leading the Rubric Marines of the Pyreknights
> **Ozul Keftulan**, Aspiring Sorcerer, leading the Rubric Marines of the Silver Sons
> **Vhoresh Rythtar**, Aspiring Sorcerer, leading the Rubric Marines of the Repeated Echo
> **Quth Monathusk**, Scarab Occult Sorcerer, leading the Sekhmet of the Transcendent Selves
> **Ethon Brezk**, Scarab Occult Sorcerer, leading the Sekhmet of the Sigils of Kantos

BATTLE TANKS
> *Spear of Tizca*, Predator Annihilator
> *Skeintwister*, Predator Annihilator
> *Singularity of Atmos*, Land Raider
> *Cyclopian Talon*, Vindicator

DAEMON ENGINES
> **Gibberfate**, Defiler
> **Cerulean Wrack**, Maulerfiend
> **Pyregullet**, Heldrake

ENVOY TO THE SCINTILLATING LEGIONS OF THE GREAT SORCERER
> The Magister Beyond

SILVER TOWER
> Fractal Myridium

CULT ASSETS
> Cult flagship
> Silver Tower constellations
> Battleships
> Escort squadrons
> Summoned daemon cohorts
> Sorcerer thrallbands
> Scarab Occult dispensations
> Super-heavy squadrons
> Militarum Traitoris Regiments

SECT ASSETS
> Silver Towers
> Escort warships
> Planetary assault craft and drop ships
> Sentient spells of translocation
> Daemon Engine packs
> Sacrificial covens
> Tzaangor warherds
> Super-heavy assets

THRALLBAND ASSETS
> Aspiring Sorcerers
> Rubric Marines
> Helbrutes
> Daemon Engines
> Battle tanks
> Transport vehicles
> Tzaangors
> Chaos Spawn

MAGNUS THE RED

DAEMON PRIMARCH OF THE THOUSAND SONS

The fate of the Thousand Sons is inextricably linked to their gene-sire, the Daemon Primarch Magnus the Red. In millennia lost to dust, he was a son of the Emperor himself, a beacon of wisdom and power who served his master with the best of intentions. Now Magnus is abhorrent, embittered, greater yet lesser than before, as is the Legion he leads.

Magnus was created as a giant, physically and mentally, towering over his fellow Primarchs. His abilities as a psyker were unsurpassed by all save the Emperor himself, and with honour and cunning, he led the Thousand Sons to countless victories in the Great Crusade. During this time, he fed his insatiable hunger for knowledge, harvesting the sorcerous learnings of the Human cults and xenos races, which he eradicated; this dark path led to Magnus' judgement at the Council of Nikaea, the burning of his home world at the hands of the Space Wolves, and his ultimate covenant with the God of Sorcery, Tzeentch.

Where once Magnus stood as a paragon of Humanity, he is now a monstrous creature of Chaos, a Daemon Primarch bound to the sinister and subtle will of the Great Conspirator. His skin crackles and glows with the empyric matter it has absorbed, and from his back sprout pinions emblazoned with runes of Tzeentchian power. With his single eye, he sees through the Immaterium and realspace alike, winding the strands of manifold futures to form a noose with which he can ensnare his enemies. Though he once sought knowledge for its own purpose, he now only seeks that will ensure the Imperium burns.

In a galaxy riven by war, there are few things more terrifying to behold on the battlefield than a Daemon Primarch. Where Magnus strides, the fabric of reality strains, time and space wrenching violently apart to allow his passage. The very sight of him sears the mind with paradoxical images, glimpses of the Warp incomprehensible to mortal thought. Those over whom his shadow falls are plunged into darkness, their egos collapsing as Magnus' daemonic presence encroaches upon their psyches. Even dauntless warriors who have braved countless horrific conflicts find their courage torn to shreds when the lord of the Thousand Sons is stoked to fury.

From the glowing fires of Magnus' eye come blasts of raw psychic energy. With each earth-shattering bolt, Titans and armoured columns are torn from reality, their very substance reduced to clouds of screaming atoms. As the Daemon Primarch nears his foes, they are caught in fluctuating energy, an aura that twists existence to suit Magnus' will. The most impenetrable defences are laid bare by this warping influence, leaving the enemy open to slaughter.

Magnus bears a flame-wreathed blade in his taloned hands that takes whatever murderous form its wielder conceives. With this, he carves through the enemy's ranks, bisecting tank hulls and torsos, severing souls from their corporeal bodies. For those not instantly reduced to a pool of gore or puff of flame, an even worse fate awaits. Magnus' ensorcelled staff twists the flesh of his victims, infusing them with writhing mutation.

The plate armour covering Magnus' daemonic body is embellished with runes whose profane symbology creates a tapestry of madness. A great horned crown adorns the Crimson King's head, through which he exudes an aura of protective energy around himself, shielding his physical and mental essence. The futility of defying Magnus' wrath becomes clear when enemy fire dissipates harmlessly before striking him; psychic bolts fizzle into innocuous sparks, and gargantuan chainblades grind to a halt against this aetheric barrier.

Magnus directs entire Great Cults in battle. With these armies, he shares a small fraction of his indomitable might, bolstering the already ravenous ambitions of the still-living Sorcerers. They are his greatest weapon, guided by coercion and fate to do his fell bidding, and he visits his wrath upon the galaxy through them.

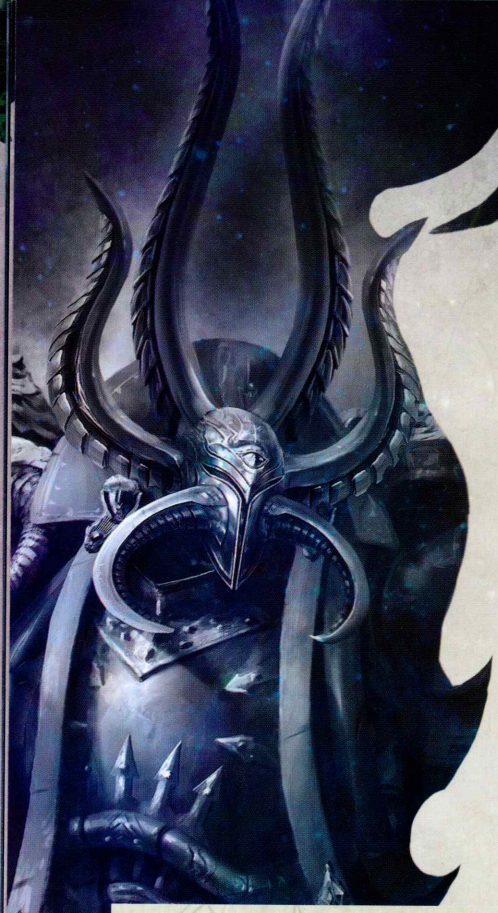
A NEW KINGDOM

The translocation of Sortiarius from the depths of the Warp to the Forzare System alongside the ruin of Prospero was a staggering work of malefic sorcery. To fuel this spell, countless Imperial servants were sacrificed in deadly wars, planets were corrupted with the stuff of the Warp, and the Fenris System suffered the agonising death of one of its worlds and its entire population.

Undoubtedly, some within the Imperium realised what had been done, but far greater threats soon assailed them. The Great Rift was torn across the breadth of the galaxy, swallowing whole sectors of the Imperium and spewing out storms of daemonic nightmares and empyric madness. This power saturated everything, provoking an awakening of psychic phenomena. Amongst the anarchy, the daemonic manifestations and the ignition of new empyric storms, incidences of psychic sensitivity upon the Imperium's worlds soared. The irruption of Sortiarius into realspace had been far from Magnus' ultimate goal. Wreathed in oracular pronouncements of long-dead seers and the whispers of Tzeentchian daemons, he beheld this empyric awakening of the galaxy's mortals as a long-awaited key to unlocking his dreams of enlightening the galaxy.

The Crimson King sent a psychic siren signal, urging the gifted of Humanity to seek refuge from the intolerant Imperium under his aegis. Together, his message claimed, he and they would forge an advanced utopia of limitless knowledge and peace. Deceit is ingrained in all servants of Tzeentch. Magnus' enlightenment will be paved with the sacrifice of the deluded and any he considers unworthy. They will be made hosts for daemonic entities, or their souls will be drained to empower ever grander rituals.





AHRIMAN

EXILE, ARCH-SORCERER, ARCHITECT OF THE RUBRIC

Ahriman bends all of his prodigious power to a single cause: the salvation of his damned Legion. It is an all-too-Tzeentchian irony that for all his sorcery, towering intellect and thousands of years of seeking, Ahriman has thus far succeeded only in making matters worse.

Before the Thousand Sons fell to Chaos, Ahriman was the Legion's Chief Librarian and Magister Templi of the Corvidae, entrusted with sifting through the shifting strands of fate to divine the Legion's future. He was a mighty military leader, the keeper of the Book of Magnus, and – ultimately – it was by his apocalyptic ritual that the Thousand Sons succumbed to irrevocable damnation.

The spell that Ahriman and his co-conspirators worked was called the Rubric, and it was the final blow that cast an eternal curse upon the Thousand Sons. It did appear to arrest the flesh-change, but its cost was monstrous. As punishment, Magnus cast out his once-favoured gene-son, banishing him until he could complete the impossible task of comprehending the true nature of Tzeentch. Yet Ahriman was unrepentant: his efforts now focused on a single goal. He would restore his Legion to their true former glory, undoing the terrible changes he had wrought upon them with his sorcery and lifting them to a position of power unknown since before the Emperor sent his wolves to lay them low.

Since that time, Ahriman has blazed a trail of ruin across the stars. He gathers all those he can use, be they thrallbands of Rubricae, mutant Tzeentch-worshippers, or even masterless renegades for Ahriman to expend in the name of final exoneration. Believing with absolute conviction that it is within his gift to unpick the puzzle of restoring his brothers, the Arch-Sorcerer baulks at no deed – no matter how dark, cruel or taboo – providing it will aid him in his ultimate goal. To his foes, Ahriman's acts of violence and desecration seem random to the point of insanity – in truth, his schemes are nearly as sprawling as those of his Daemon Primarch.

In battle, Ahriman expertly wields the Black Staff, an abomination of a force stave that manifests in the Warp as a burning black absence. Ahriman fashioned the staff himself. At its tip is the Stone of Hidden Truths, recovered from the ruins of Tizca. Crowning the weapon are the severed horns of the Daemon Prince Vaddh'akar the Annihilator, while its haft is built around the charred fragments of Ahriman's heqa staff that burned on Prospero during the Space Wolves' invasion. Its blade, meanwhile, is forged from the desecrated remains of an Aeldari Farseer's stave. Each new addition is rich in the powers of sorcery, heavy with fate and capable of further amplifying Ahriman's sorcerous abilities.

Of late, Ahriman's endless quest has focused on the arcane lore and supernatural abilities of the Aeldari. On the one hand, Ahriman desires the forbidden knowledge and boundless power within their fabled Black Library. On the other, he is fascinated by the newly risen Ynnari death cult, whose fey powers over mortality itself may unlock the doors to restoring Ahriman's damned brothers.

The Black Library lies deep within the maze-like twists and turns of the Webway, an interstitial galactic maze between realspace and the Warp. Those who can locate it face dread and nameless guardians, not to mention the lethal Aeldari warrior acrobats known as the Harlequins. None of this dissuades Ahriman. It is said that within the Black Library lies all of the accumulated lore the Aeldari have ever gathered upon the nature of Chaos, not to mention malign artefacts whose power is beyond imagining. Some say that, through cunning astral projection, Ahriman has already plundered a map of the Webway from this hidden trove, but whether this is true – or what he plans to do with it if so – none but the Arch-Sorcerer can say.

Perhaps this theft is linked to Ahriman's pursuit of the Ynnari and their prophetess, Yvraine. Certainly, this strange subcult of the Aeldari displays the ability to seemingly capture the souls of the dying and even to restore the essence of one who has passed beyond the mortal veil. How this might aid Ahriman in undoing the dreadful curse he inflicted upon his battle-brothers is unclear, but it cannot be a coincidence that he has fought and sought to abduct Ynnari now on several occasions.

Ahriman rarely commits to a single scheming endeavour at a time. His multidimensional plots are a tapestry of strands, and the Arch-Sorcerer's mind corrals them all. Many thrallbands and Sorcerers are under his direct control, even if some know him by aliases: other outcasts from Magnus' court, those still in the Daemon Primarch's favour and Tzeentch-worshippers of other heretic lineages. That Ahriman's search for eldritch lore and artefacts also increases his own power and influence is not lost on him; he tells himself it is necessary to reverse his Legion's curse.

THE OUTCAST LORD

For the ruin he brought upon the Thousand Sons, Ahriman was cast from the Planet of the Sorcerers and banished until he had completed the impossible task of understanding the true nature of Tzeentch. Since then, he has wandered in exile, gathering ranks of Rubricae and Sekhmet warriors to his side, seeking out the galaxy's most powerful artefacts and its most arcane secrets, and carving a complex path of fiery devastation through the Imperium. Many Sorcerers of the Thousand Sons operate far from Sortiarius, unheeding Magnus' summons or perhaps unknowingly undertaking complex missions they consider their own without knowing they serve their Primarch. Perhaps only Tzeentch himself knows where they all are. Ahriman has sometimes allied himself with many of these exiles or cowed them and their thrallbands to his will through power or manipulation.



THE RUBRIC OF AHRIMAN

Ahriman's cabal performed their spell without Magnus' approval. The Crimson King's accounts tell how their efforts were hidden from him behind concealing glamours of incredible potency and how the cabal operated with supernatural stealth and secrecy. Still, they might not have escaped Magnus' notice, but his attention at this time was consumed by schemes for vengeance and the desire for fresh and unfettered learning. No reliable record remains of the part which the Thousand Sons played in the events of the apocalyptic Horus Heresy, but perhaps those events, too, helped to obfuscate Ahriman's intentions until it was too late for Magnus to stop him.

Writhing strands of fate were snatched in the spell's grip like insects in amber and crushed into enforced stasis. Lightning strikes lashed down from Sortiarius' skies again and again, each strike blasting another of the Thousand Sons. At last, so the tomes say, Magnus ended the onslaught only by beseeching Tzeentch to intercede.

By then, the damage was done. Every Thousand Sons warrior struck by the sorcerous bolts had been reduced to ensorcelled dust sealed forever within their battle armour. Their souls and minds had become mere gheists doomed to haunt their cursed wargear and lend it a near-mindless semblance of life. Never again would they be slaves to change: instead, they became the automata-like servants of their former Librarians, who alone had been unharmed by the Rubric and had, instead, had their sorcerous abilities vastly enhanced. Thus was the Thousand Sons Legion transmogrified, cursed to the form it still wears to this day.

MASTERS OF SORCERY

Foci of rampant ambition and unrestrained psychic spellcraft, the senior mages of the Thousand Sons constitute what was once the Legion's tactical officer class. These occult war leaders are reaving despoilers, as often prosecuting wars for their advancement as for strategic sense.

It is whispered that even before the Horus Heresy, Magnus favoured those of his gene-sons that displayed the greatest psychic potential with positions of command. If this is true, such roles far exceeded those occupied by the Librarians of other Legions. Since the psychic scouring of the Legion by Ahriman's great Rubric, such warrior mages have been the sole living remnants of their arrogant brotherhood. The most potent psyker lords of the Thousand Sons command marching ranks of risen Rubricae, take pivotal positions in grand rituals and dominate cabals of lesser Warp-wielders. The only limits to their power are their sorcerous abilities and the seething conflict of jealousy, spite and betrayal that plays out between their kind.

SORCERERS

The Sorcerers of the Thousand Sons are manipulators who have fought and conjured their way to positions of command amongst their thrallband's shifting hierarchies. Many serve as cunning lieutenants and advisors to a more powerful Exalted Sorcerer or Daemon Prince, effectively enslaved – knowingly or not – to the service of their sect or Great Cult. Others lead small thrallbands of their own, unwaveringly assured of their superior destiny.

Sorcerers ensure grand battlefield schemes unfold as planned, using tactical acuity and unholy powers to outmanoeuvre their foes. With prophetic insights, devious strategies and centuries – or even millennia – of battlefield experience, Sorcerers can exploit and influence the ebb and flow of a conflict's destiny. They guide their disciples' attacks and advances, following whispers they pluck from the Warp to strike when and where their enemies are weakest. They wrench fate out of truth, cutting short the lives of those who would otherwise survive to threaten their swollen ambition. Many prefer to orchestrate their ploys from a distance, but should their foes dare to advance on their position, they unleash fiery convocations and ectomorphic beams of mutation with eager abandon.

The most priceless occult prizes are inevitably well-guarded. Should they lie buried at the heart of a haunted xenos labyrinth, behind defended bulkheads of an enemy warship or shielded

PHASMOS YRECH

Phasmos Yrech has sacrificed, abandoned or betrayed followers beyond reckoning. He has cast countless underlings to the fiery winds of war each time his ever-shifting schemes have required a blood price. In the name of this cause, Yrech has progressed through the ranks of more than half of the Great Cults, and his temporary allegiance is currently to the Cult of Knowledge. With each shift in loyalties, the Sorcerer has accumulated new treasures and fresh tracts of unholy lore he keeps in an ever-growing – and extremely perilous – library of grimoires. His thrallband has also grown; Sorcerers, cultists and infernal entities are drawn in by his charisma and added to the ever-changing ranks who work his vicious will.

by a fortified front line of ignorant Loyalists, a Sorcerer will go to any lengths to pick apart obstacles through empyric manipulation or raw sorcerous power. Some revel in unleashing close-range arcane destruction, funnelling their esoteric curses through eldritch force staves that magnify their psychic energy. Ancient suits of Terminator armour enable the warrior mage to stride into ferocious firestorms and assail enemy redoubts unharmed. These may have been seized from a rival, perhaps dating back thousands of years, or crafted through long decades of artifice by enthralled heretek magi of the Dark Mechanicum. These suits of battle plate are invariably threaded with mystical substances and etched with numerological incantations to ward the Sorcerer against harm.

EXALTED SORCERERS

Ranking amongst the most powerful of Magnus' gene-sons are Exalted Sorcerers. These living Thousand Sons have avoided tearing their souls to shreds while delving into the most forbidden disciplines. They have survived assassination by sorcerous rivals and possession by hungering daemons. Their towering intellect, iron-hard will and martial might mark them as exceptional above their peers. Yet, their incredible sorcery sees most consider themselves demigods of the arcane.

Exalted Sorcerers have mastered countless branches of esoteric lore. They have delved into infernal disciplines to transmute the biological, psychological, mechanical and daemonic. Above all, however, Exalted Sorcerers are domineering and power-hungry commanders. They use their diabolic witchcraft to steer their ever-shifting course through the Thousand Sons' inconstant hierarchy and to weave ever more diabolical schemes for supremacy. Theirs is a quest for limitless knowledge and, with that knowledge, power. Many see their Daemon Primarch's apotheosed status as a promise of what Tzeentch can offer for the right price. Others hungrily eye such a monumental position as surely the next in an infinitely fractal stairway of ascension for the Primarch, a path with no limits in all of existence and one they hope will offer greater power to his servants.

All Exalted Sorcerers are deadly combatants and masterful tacticians – survival amongst their peers makes it a necessity. Many have their already genetically enhanced forms and prodigious martial skills bolstered by physical mutations. Some have grown limbs or eyes that exude flames when they gaze hatefully upon their foes. Exalted Sorcerers can spin complex spells amidst the swirl of combat that allow them to perceive the movements of their enemies, seeing feints and ambushes in their mind's eye then striking back with deadly precision. With sonorous curses, they fire malefic bolts to blast their foes limb from limb or entangle them with cruel hexes.

ASNETH THE WYLDER

Even amongst his inconstant peers of the Cult of Change, Asneth the Wylder is an anarchic agent of violent instability. The Infernal Master was the architect of a scheme that transmuted the Shrine of St Thelosus on Skala into a locus of Tzeentch worship by perverting the perceptions of its priesthood. When the heresy was identified, its northern continent erupted into war. As Asneth's daemonic allies plunged into the raging inferno in the north to exploit the anarchy and armies from the south rushed to repel them, Asneth enacted the Ritual of C'exka's Inversion at Skala's southern capital. When Imperial reinforcements finally arrived, they discovered the lowliest populace of Skala's capital mutated into bestial forms and ruling over their former masters.

INFERNAL MASTERS

The otherworldly gifts and knowledge possessed by the daemonic entities of the Warp is the occult speciality of Infernal Masters. These dangerous mages strike hellish pacts with the most capricious empyric spawn and direct them in cackling flocks to rip, burn and mutate their foes.

Where many of the Thousand Sons' fearsome battle-psykers employ their sorcery to visit destruction or misdirection by their own hand, Infernal Masters are experts in corralling daemons to do their bidding. Some portray themselves as respected empyric shepherds, claiming the daemons instinctively seek to serve them. Other Infernal Masters glorify in their torturous enslavement of entities they have found ways to bind to their will. There are also Infernal Masters who believe themselves to be in mutually beneficial partnerships with daemons whose intellect, in the Sorcerers' opinions, is nearly as great as their own.

The truth, like everything of the Warp, is both far more fluid and infinitely more dangerous. All Thousand Sons know that no bargain made with the denizens of the Warp is without risk. Infernal Masters, for all the arrogance they share with their brother Sorcerers, are wary enough to safeguard themselves with warding sigils, counter-hexes and pentakairic amulets. They are resourceful and pragmatic, with adaptable minds honed to lightning-fast mental reflexes. They must be, for daemons – especially those that serve Tzeentch – are inherently fickle and devious, ever ready to exploit their summoner, no matter how much their priorities may align.

The daemons with which Infernal Masters make pacts manifest in countless ways. Some are only visible as writhing in reality like an unholy heat haze around the psyker, whispering hidden enigmas. Others are drawn from the Warp in horrific shoals of circling predators or capering packs of blazing imps, granted short-lived physical existences to harry or kill. They might press their maws to the straining veil of reality to spill gibbered secrets of occult lore or may instead billow forth as a pillar of refractive dreams to offer prophetic warnings. For the vilest of offerings, by gifting them certain freedoms or compelling them with arcane utterances, an Infernal Master can employ a portion of a daemon's well-guarded power.



DAEMON PRINCES OF TZEENTCH

With the immortal form of a Warp entity, granted an existence wrought from the very stuff of Chaotic sorcery, Daemon Princes have achieved a power that many Thousand Sons hunger for, but few survive to see. They are twisted and duplicitous monstrosities and unutterably damned.

The Path to Glory is the route a worshipper of the Chaos Gods takes in their drive to be gifted the ultimate apotheosis by the powers of the Warp. It is paved with their acts in service to their unholy patron – of triumphant victory or abysmal failure – with their every fateful decision, saturation in obsession, and descent into depravity and damnation. For most, it is a journey that ends in a horrific death. For many others, excessive mutation eventually lays complete claim to their mind and body, and they devolve into a shambling Spawn. In service to Tzeentch, the Great Conspirator and lord of labyrinthine trickery, the Path to Glory can be a fractal web of circuitous mazes and illogical choices. His servants nevertheless plunge along it – veering from imperious overconfidence to craven indecision – sometimes as heedless that they are trapped upon the Path at all as to the route to take.

Thousand Sons' champions who succeed are seen as proving themselves in some ineffable manner before the Changer of the Ways. Perhaps they displayed a preternatural scheming and capacity for falsehood. Maybe they subtly orchestrated the existential undoing of those working against Tzeentch. It could be their ceaseless grasp for power and control, sacrificing favoured souls in their billions, the enactment of sorcerous rituals that rupture the foundations of reality, or the most abhorrent of treacherous betrayals. Whatever they or their followers might believe to have been the acts that secured their elevation, only one thing is certain: it serves the grand schemes of Tzeentch in ways not even daemons can comprehend.

Those who become Daemon Princes are agonisingly changed. Their flesh and soul burn into nothing, then hideously reknit from multi-hued Warp energy. They become true pawns of Tzeentch, irrevocably enslaved in a bond far greater than any they have known. In power, however, they loom over all but Tzeentch's greatest immortal servants as malefic Sorcerer nobles amongst the dread pantheon of the damned. When they manifest in realspace, Daemon Princes can appear as bizarre and changeable as any of Tzeentch's daemons. Should one bear a sentient crystal simulacrum of the powered armour they wore as a mortal, the next might veil themselves in scholarly robes of mutating flesh, and another may gild their bestial and feathered form with baroque battle plate in the style of long-dead xenos species. Some take on the form of glittering firestorms bursting from hovering fungoid masses, others skitter upon nine arthropoidal limbs, and many soar on leathery or feathered pinions, spitting hexes from multiple maws.

Tzeentch favours Daemon Princes beyond doubt. Many lead thrallbands of their own or entire sects of the Thousand Sons, and some serve Magnus the Red amongst his exalted Rehati. Saturated with their deity's power, Daemon Princes' mere utterances are soul-shattering spells. Their eyes churn with wychlight, and veins of coruscating prismatic energy crawl over their towering forms. With a twitch of phantom wings, they can defy physical laws and unleash blistering bolts of transmogrifying psychic fire with a single pointed talon.



RUBRIC MARINES

ERA INDOMITUS, M41
THE IRON WOLF BROKEN
Thrallbands from nine sects swear a vengeful pact upon the Space Wolves. Across the Stygius Sector, their campaign of ritual desecration draws the Sons of Russ to battle. In an ambush, the Wolf Lord Vorek Gnarlfist is killed. However, the Space Wolves hunt the ploy's architects down following the subsequent duplicity of rival Sorcerers betraying each other.

Fearless, remorseless and utterly implacable, Rubric Marines march to battle in relentless ranks amidst clouds of eldritch energy. The eerie regularity of their footfalls is not a product of military drilling but of the singular purpose to which all are bound.

The former battle-brothers of the Thousand Sons, the targets of the Rubric of Ahriman, are lifeless automata whose mortal bodies have long since been reduced to dust. Whether these warriors' souls were eradicated or some small fragment continues to linger, not even the most powerful mystics of the Thousand Sons can say. However, when they are unleashed upon the Legion's enemies, the spark of battle hunger returns. Then, Rubric Marines fight with ruinous proficiency, drawing upon ancient martial skills ingrained upon their souls.



Rubric Marines are forever yoked to those who have entrapped them. An Aspiring Sorcerer who has gained control over a squad of Rubric Marines can direct them in battle as a puppeteer would operate a marionette. Often, the Aspiring Sorcerer will use their enslaved soldiers as a bulwark against the enemy while they work their dark magics. Should the Aspiring Sorcerer fall, the Rubric Marines continue to follow the path on which they have been set, killing and maiming until all before them have been obliterated. Those who are masterless are swiftly located and claimed by another Sorcerer, beginning another cycle of servitude.

The ancient Prosperine armour that houses their essence bears little resemblance to its former appearance, having been melded over many centuries by the empyric powers of the Warp. Where once their raiments were the embodiment of Imperial might, they are now a testament to the will of Tzeentch. The articular servos and fibre bundles that give the interlocking ceramite plates movement are infused with sorcerous energy, providing the Rubric Marine with a semblance of animus. This same power coalesces around the armour, creating a protective shroud against incoming fire. Even those attacks that manage to pierce the shell of a Rubric Marine have little effect, for they have no flesh to be torn by bolt or blade, and only by sundering the armour can they be completely taken down.

When a Rubric Marine does fall in battle, the desiccated remnants of their corporeal form pour from the rents in their armour and are scattered to the wind. As such, many worlds have ancient battlefields seeded with the dust of Rubric Marines. Yet even dispersed, the warrior is not granted the release of oblivion. Should the fragments of their armour be collected and resealed, the essence of the Rubric Marine can be returned to its vessel to serve the Thousand Sons again. The sorceries required to achieve such a rebinding are as dangerous as they are powerful. A single misspoken syllable can kill the intoner or drive them insane. But should the profane rituals be successful, the essence dust of the Rubric Marine will be drawn back to its prison. Many Aspiring Sorcerers amongst the Legion will perform these rites, and the most skilled can will the essence of a Rubric Marine to coalesce even if the dust of its body has been strewn across an entire planet or buried deep beneath the surface.

SCARAB OCCULT TERMINATORS

A body of elite warriors that once served as bodyguards to Magnus the Red, almost all the Scarab Occult Terminators were left as sorcery-infused dust by the Rubric of Ahriman. Now these spirit-animated fighters have but a spectral shadow of their former intellect and ambition.

As warriors, Scarab Occult Terminators are more indomitable than ever. Their every action is geared towards the ruinous desires of those who control them, and what remains of their instinct is devoted solely to the destruction of their enemies. Like Rubric Marines, Scarab Occult Terminators fight at the behest of a sorcerous master. Some of these masters were part of the Scarab Occult at the time of Ahriman's mighty spell and were robust enough to resist its obliterative effects. Others are potent mystics who have ascended the ranks of the Thousand Sons over many centuries and, through twisted ingenuity, earned a place amongst the vaunted Sekhmet. In either case, a Scarab Occult Sorcerer controls a nigh-unstoppable warrior-automata force capable of wading unharmed through masses of lesser enemy infantry.

The armour in which the warriors of the Scarab Occult are entombed is based upon pre-Heresy Terminator armour. Each suit was a relic of the Legion, but even before their fall to Tzeentch was complete, the Thousand Sons had begun engraving their Terminator armour with profane inscriptions. This desecration continued after the Council of Nikaea, for the Scarab Occult saw it as their duty to guard the forbidden knowledge their Primarch had collected. The Rubric of Ahriman sealed each warrior inside his defiled armour permanently, locking the remnants of their souls for eternity with the idolatrous spell-words they had etched. Over millennia of exposure to the Warp, the true power of these etchings has blended with the essence of each warrior, creating in the Scarab Occult a hellishly twisted warrior cabal.

Since their creation, their armour has retained much of its potency. Refractor field generators have become saturated with empyric energy, causing the air around them to writhe as incoming fire is deflected harmlessly. Each suit is also capable of withstanding the pressures of teleportation, allowing the warriors of the Scarab Occult to emerge suddenly onto the battlefield through holes torn in reality.

The ubiquitous weapon of the Scarab Occult Terminators is a cruelly curved blade based on the khopesh of ancient Prospero. The earliest khopeshes were forged from pieces of precious metals that could be found on the barren world and were symbols of authority used to punish those who disobeyed Prosperine laws. When the Thousand Sons came to Prospero, the khopesh was adopted by the Scarab Occult as the mark of their rank, and they were fitted with power-field generators to allow them to cleave matter at a molecular level. Though the warriors are ghosts of their former glory, the deadly speed and skill with which they wield their blades in close quarters have remained ever-potent.



THE ARMOURY OF CHANGE

The Thousand Sons' heavily armoured vehicles have had their machine spirits twisted by dark sorceries. In battle, these war engines launch formidable salvoes of fire or ferry the cults' infantry to where they can unleash the most devastation upon the enemy.

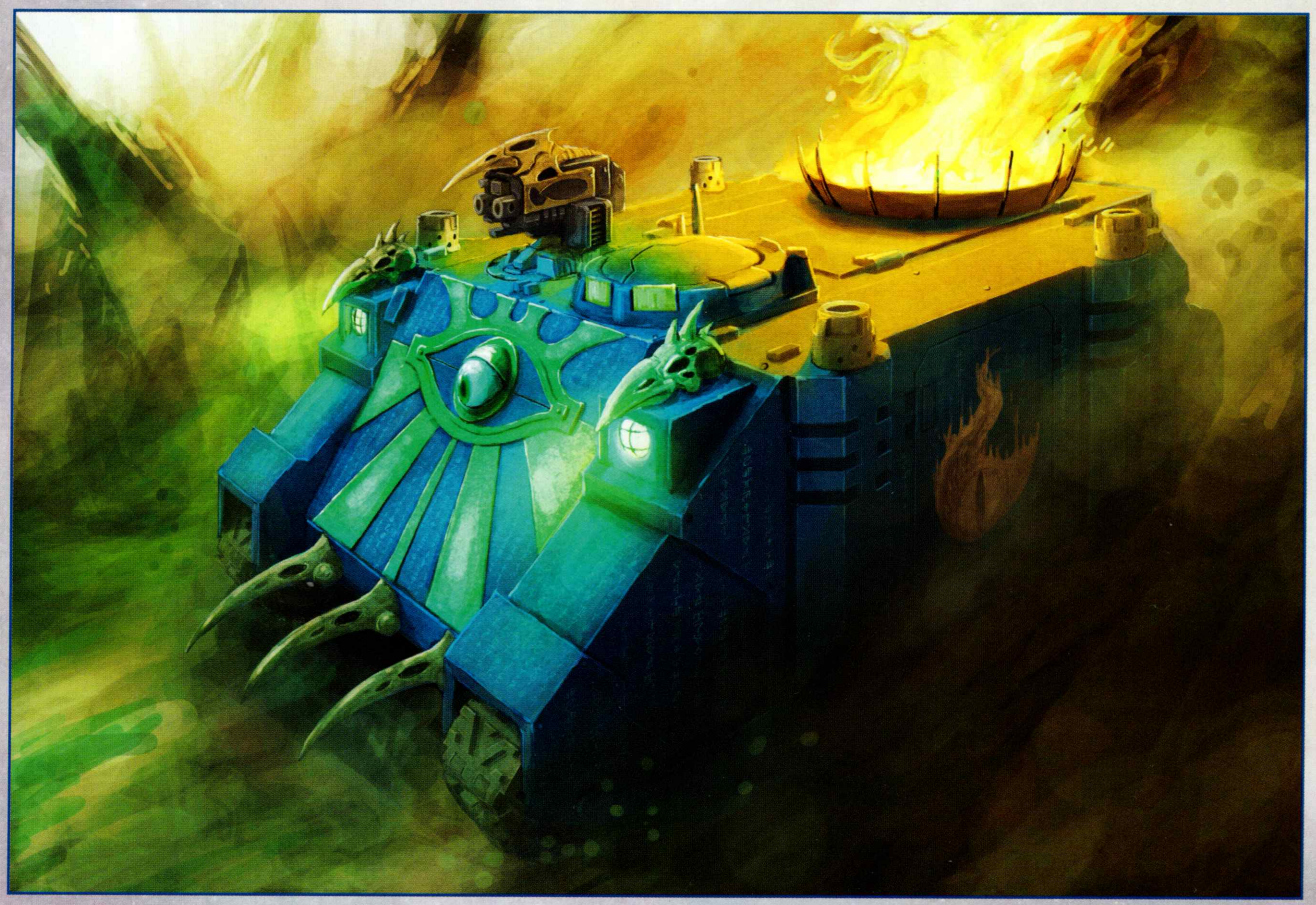
CHAOS RHINOS

With their engines emitting a ceaseless metallic scream, spearheads of Chaos Rhinos barrel across the battlefield to deliver their payload into the heart of the enemy line. Thick ceramite plating shields the warriors within the twisted transport bay from incoming shots, allowing Rubric Marines or snarling Tzaangors to be swiftly redeployed across the field as the battle plans of their sorcerous masters shift and change to meet the omens of war.

Many Rhinos in service to the lords of the Thousand Sons have elaborate glyphs applied to their armoured flanks. Though some may ostensibly mark them as belonging to a particular thrallband, as being ritually dedicated to conveying a specific squad or serving a certain Magister, no symbol of the Thousand Sons is without a more complex or deeper magical meaning. Some sigils marginally twist reality, helping to speed the rugged transport over choked battlefields. Other symbols infuse the emissions of their exhausts, such that they swirl in sorcerous vortices to conceal the tank's position. There are also runes of cursing, which cause the Rhino's weapons to leave glittering trails in the air and spirit-mark those identified for eradication by the transported warriors.

CHAOS PREDATORS

These battle tanks are rumbling engines of war, capable of laying down devastating barrages of long-range firepower. The various armaments of the Predator make it equally deadly when facing packed infantry or enemy armour ranks. When deployed in force, they can obliterate an opposing line in moments. Equally, they can send defenders rushing desperately for cover, allowing a Sorcerer time to infuse the battlefield with their dark magic. Many of the Legion's battle tanks still survive, though some have



undergone mutations of their own or else been taken as hosts for predatory daemonic entities.

Before battle, many of Magnus' Sorcerers enact rituals that yoke these powerful battle tanks' machine spirits and weapons systems to their own magicks. The ensorcelled ammunition or rune-etched power reservoirs feeding energy weapons become another string to be plucked by the puppet masters of the Thousand Sons. Their rites of illusion or blazing energy elicit a symbiotic trigger in the Predator, revealing some physical or spiritual weakness the battle tank's weapons exploit in a storm of firepower.

CHAOS VINDICATORS

The robust chassis of the Chaos Vindicator is fitted with an enormous front-mounted shield, making it a consummate siege engine. Those of the Thousand Sons plough defiantly through the throng of battle, effecting change with the blunt force and unsubtle power some Sorcerers favour to distract from their more manipulative schemes. At the front lines, Vindicators lob massive shells from their demolisher cannons into the heart of enemy formations. Along with charred flesh and spinning chunks of rubble, the detonation of these shells sends iridescent trails of sorcerous energy streaming through the air. The Vindicators of some sects carry quasi-temporal munitions or demolisher shells empowered by sorcerous and sentient singularities that can disassemble enemy fortifications at the atomic level. Such ordnance leaves nothing in its wake but a crater crawling with coruscating sparks and pulsing with empyric energy.

CHAOS LAND RAIDERS

A Land Raider of the Thousand Sons is a behemoth of adamantine and plasteel, its armoured hide mutating as its multitudinous gun mounts shift to track their targets. Its front hatch yawns open to expose a large transport bay, within which the fiercest warriors of the Legion – Scarab Occult Terminators – can be carried to battle. Within, eldritch formulae coil in fractal designs across armoured bulkheads and wall-mounted shrines encage daemonic entities tormented for the divinations on the battle. The rarity of these vehicles means that only thrallbands of the most powerful sects regularly deploy them for war. As robust and resilient as Land Raiders are, some of the Legion's oldest examples have become so saturated with Warp power that they roam the battlefield like hulking feral beasts, difficult to corral and sometimes directed at the enemy to confuse as much anarchy and madness as possible. Many thrallbands are not above stealing such assets from other renegades, replacing their unhinged war engines with less corrupted versions.

HELBRUTES

Helbrutes are walking engines of war driven by a fallen warrior entombed within their hull. Unlike the loyalist Dreadnoughts that some once were – each an honoured relic of their Chapter – Helbrutes, or at least their pilots, are viewed with hatred and contempt by the living warriors of the Thousand Sons. Amongst the armies of the Great Cults, each of these powerful combat walkers is an implement of eternal torture, a machine designed to transform the suffering of its unwilling inhabitant into unquenchable rage.

The first of the Thousand Sons Helbrutes were created when those Traitor legionaries locked within Dreadnoughts were wracked by mutation on the Planet of the Sorcerers. Flesh, however, has been harder to come by in what is left of the Legion since the working of Ahriman's great Rubric. The disembodied Rubricae lack the physical and spiritual substance to fuel a Helbrute's hungering engine core. As such, Sorcerers weave complex schemes to bait Chaos Space Marines of other renegade lineages into their cabals. These warriors are promised powers beyond imagining and mastery over the huge array of knowledge the Thousand Sons have harvested. They are given tutelage in the ways of the psyker, or so they believe. In truth, each trial they undertake is another step in the ritualistic binding of their soul to the Helbrute's machinery. Flensed and reduced with warpflame to a sorcery-saturated mass of nerve tissue, the warrior's remaining flesh is fed into the waiting maw-like sarcophagus of the Helbrute. There, the warrior's remnants meld with their new metal cage, turning them into a single, psychotic tool of destruction. Between battles, Helbrutes are typically locked in oubliette armouries in the depths of the Thousand Sons' towers, where the remnants of the pilot are made to endure the flow of empyric currents through what remains of their flesh.

In battle, a Helbrute wades into combat, issuing metallic howls from its rune-etched emitters. With long-range cannons and crushing armatures fitted to the sarcophagus by a cult's arcane artificers, a Helbrute blasts its masters' foes into gobbets of flesh from afar or swings its weapon arms in deadly arcs to pulverise the enemy in close quarters. In the moments before each kill, the consciousness at the heart of the Helbrute believes it will receive some relief from its anguish in seeing others suffer, but its thirst for numbness is never satisfied. Where the interred warrior once sought knowledge, he is now denied all thought, save only the memory of every hideous betrayal. Still, the consciousness of his wretched existence drives him to ever greater heights of madness and ever more brutal acts of battlefield violence.

T'SAVA, THE PRINCE OF LIARS

Not even T'savu's closest allies within the Cult of Duplicity know his true name. The Prince of Liars stands at the heart of a veritable whirlwind of schemes and plots. Employing daemonic pacts to enhance further his transhuman mind, some of his cult whisper that T'shava is no longer a being of flesh and blood but an embodiment of falsehood whose very name shifts. The many masks of T'syva's helm speak out of turn with one another, rendering his speech a writhing nest of voices. K'sava's staff is plain, yet its core is shot through with empyrically aligned noctilith. The ostentatious blade that T'sura wears at his belt is eye-catching but nowhere near as perilous as the nine curse-wrought daggers he keeps concealed. The only constant surrounding T'savha is his thrallband, who he trusts to defend him.

ASTORTHAS THE INCONSTANT

Astorthas is said to have Tzeentch's eye fixed firmly upon him. No physical part of the Exalted Sorcerer remains the same from one moment to the next. Flesh becomes tentacular masses, iridescent feathers or rippling scales, and glassy blue crystal that flows like water before shuddering into post-human flesh again. His eyes are myriad clusters, then compound orbs, then a single deep-sunk pit. Amongst the Cult of Mutation, Astorthas is amongst the most rapidly transmuting; even his stave is a horror of pulsating flesh. Astorthas knows he stands on the brink of a final, all-consuming change and maintains his finely crafted armour to contain his cohesion until his ultimate – hoped for – apotheosis.



SEKHETAR ROBOTS

The soulless battle automata known as Sekhetar Robots exemplify the Thousand Sons' self-confidence. Where the intermingling of Warp power with cybernetic devices is viewed with repugnant horror in the Imperium, as in all things, Magnus' sons believe they know better.

Sekhetar Robots are looming mechanical constructs. They are often used by the Sorcerers of the Thousand Sons as shrouded vanguard and lurking sentinels, primed to activate with deadly force at the correct conjunction of arcane triggers. Each Sekhetar Robot is an intimidating presence, saturated with sorcerous power and graven in the image of ancient Prosperine spirits or tutelary daemonic servants. While awaiting their master's command, sometimes motionless for centuries or millennia, they have been mistaken for elaborate statues, renderings of mythic chimeras from some heretic religion.

Despite their bulk, Sekhetar Robots can move stealthily into advanced positions, thanks to an agglomerate magical shroud. Their masters layer each Robot's mechanical form with runes of misdirection and illusion. This aura masks their heavy tread in a susurrus of whispers, can twist glances in their direction to focus elsewhere and even suppress or consume slivers of memory from those who manage a glimpse of the actual threat they pose.

Across the millennia, Sorcerers of the Thousand Sons with the knowledge to create and control Sekhetar Robots – or with the ability to manipulate a peer who has – have positioned them at sites of power or fate. They have been set amidst feral populations or Humans or xenos, emanating a subtle radiance that has altered the course of the host society's progress along lines that will ultimately benefit the Thousand Sons. Others are set to guard hidden caches of their master's powerful artefacts. Some are positioned in locations where, their master has divined, they will have need of them in some future time if fate can be forced to branch that way, ready to serve his will in a deadly ambush.

Psychically controlled by their Thousand Sons master, Sekhetar Robots enforce his labyrinthine schemes at arm's length and – in extremis – shield him with their durable metallic and ceramite forms that are bolstered by kine shielding and esoteric enchantments of vigilance. On the march, Sekhetar Robots are slow, deliberate, and relentless, but when reacting to threats to their master, they can be horrifically agile. Threaded through their mechanisms and their logic cortexes are spells of prophecy and auto-divination that enable them to anticipate dangers even their master is unaware of. Sekhetar Robots will suddenly lurch to one side, absorbing a sniper's shot intended for their Magister ward. They will stride into the path of screaming shells and block blade thrusts with their armoured limbs, acts that would be selfless if the Sekhetar were anything more than controlled tools.

It is not just in passive reactions that these constructs obey their sorcerous programming. Pre-emptive data-looms within their cortexes weave a constant litany of fate severance protocols for them to select from. Everything a Sekhetar Robot observes is subjected to oracular scrutiny to determine the number of efficient options by which it may be erased from future existence. Whether directed in active annihilation by their master or acting to eliminate a future threat, Sekhetar Robots are ruthlessly thorough. They use hellfyre missiles fired from fluted racks to strike at distant targets, sending volleys of compact warheads which detonate amongst their master's foes in explosions of empyric light. Enemies attempting to close with the sneering Sorcerer are engulfed in billowing gouts of warpflame or are transmuted into bubbling pools of iridescent sludge by the hissing beams of the Robots' pyreflux meltaguns.

Sekhetar Robots represent a continuance of the Thousand Sons' application of their psychic arts to matters of control and domination. In the aftermath of the terrifying Rubric, the Thousand Sons turned to many possibilities in their attempts to swell the power and numbers within their thrallbands. Some experiments failed catastrophically. Psychic manipulation of the Thousand Sons' genetic material resulted in all manner of abominations as the feared curse of the flesh-change reared its head in countless guises. Many were the experiments that ended up absorbing their creators in rapidly ballooning growths of flesh, bone, fangs and less-identifiable biological matter.

Other attempts focused instead on creating servants who were immune to such mutation by possessing no flesh at all. Sekhetar Robots are amongst the most widespread results of such tinkering. Many are forged by heretek magi of the Dark Mechanicum, utilising arcane schematics developed by their kindred technologists who fled the Imperium with the Thousand Sons ten millennia ago. Others are said to have a genesis in cryptic secrets stolen by the Thousand Sons from Medrengard, while some are forged by the Sorcerers themselves, utilising pyrokinetic powers to shape and meld cursed adamantine and ferrosite into the desired shapes.

The mages of the Thousand Sons are scrupulous about the servile purity of these battle automata. So steeped in corrupting sorcery are these robots by the proximity of their masters, the emissions from Sortiarius and the countless artefacts and sites of arcane power that the Thousand Sons direct them to guard that there is always a risk of daemonic possession. Such entities ever seek a way into the material universe to indulge in anarchic devastation and fluctuating ruin, and the slightest chink can offer them a route.

The Sorcerers of the Thousand Sons deal with entities of the Warp frequently, confident that their sorcery and empyric knowledge grant them a superior position in any bargain. Yet no scion of Magnus the Red would willingly invite a daemon to serve as guardian. To trust one's soul to a lethal war construct inhabited by a sentience formed of lies, deceit and betrayal would be suicidal. Sorcerers who maintain such robotic guardians, therefore, frequently reinforce the wards laid upon Sekhetar Robots. They purge their mnemo-wafers, rewrite obedience protocols according to occult cycles and ruthlessly gouge from the Robots' cortexes any hint of burgeoning sentience, whatever its source.

THE MUTATED

Where the Thousand Sons pledged their souls to Tzeentch or were manipulated into his service, fighting alongside them are those born of the Great Shaper's hideous will. Many of these creatures are a fusion of bestial ferocity, avian agility and Human cunning. Others are towering and sanity-blasting monstrosities, as much sorcery as meat. Some, however, are tragedies of flesh pushed to abhorrent insanity, mindless mutation given mortal form.

CHAOS SPAWN

All of the Chaos Gods are generous with their gifts of mutation, but none more so than Tzeentch, Changer of the Ways. As Tzeentch's mortal champions continue to serve their dark master, they are rewarded with bizarre and horrific transformations. A Sorcerer's hands may morph into many-tentacled appendages, all the better suited to performing complex rites of spellcraft. Their eyes may become liquefied orbs capable of seeing the tangled lines of fate that guide a battle. Each of these gifts is a mark of favour and a step closer to the ultimate goal of ascension to true daemonhood. But, for every mortal soul forged into a powerful creature of the Warp, countless others are deemed unworthy. Their flesh is bent into the tortured form of a Chaos Spawn, a hideous monster driven by madness to endless acts of depraved violence.

The Thousand Sons view Chaos Spawn as a natural by-product of their quests for knowledge and arcane superiority. These abominations aimlessly roam Sortiarius, formed from those whose aspirations led them to pursue empyric power for which they were not worthy. In their arrogance, few Sorcerers believe that such a hideous transmogrification will be their fate, and they are more than willing to use the twisted creatures to achieve their own ends.

The Thousand Sons see the flesh-twisted and the mutated as evidence of Tzeentch's divine hand, the moulding talon of the Changer of the Ways. Many mortals are drawn to the worship of Tzeentch with the promise of tolerance. They are in awe of Magnus' sons, where they have minds to think at all. However, though the Thousand Sons may see their mutations as the way of flesh, they are ultimately pawns and tools in service to the Sorcerers.

TZAANGORS

The blasphemous chanting of massed Tzaangors rises to a crescendo as they draw close to their prey. Multi-hued tongues flap within aquiline beaks, eagerly lapping up the taste of fear and confusion. Iridescent eyes glow with inhuman savagery, and the cruelly twisted horns that sprout from each Tzaangor's skull clatter together as they vie to be first into the fray. With jagged blades, they hack their victims apart, instinctively slicing open flesh in warped runic patterns pleasing to their eyes, before trampling the dying beneath clawed feet.

Tzaangors are the mutated bearers of Tzeentch's blessings, unnatural abominations who serve as shock troops for the Thousand Sons thrallbands. Their bodies, though hideously malformed by the warping power of the Architect of Fate, are ideally suited to warfare. Long limbs flex with corded muscle, and thorny quill-like protrusions grow across their chests and shoulders. Most Tzaangors resemble some amalgam of man, beast, and bird, although some are even more aberrant in shape, with heads that are split down the middle or bodies that have fluctuating clefts.

Tzaangors are driven by an empyric compulsion to seek out knowledge in all its forms and to slaughter those who stand in the way of their pursuits. Alongside these predatory instincts exists a level of cunning and intelligence belied by their monstrous form. Tzaangors are more than capable of formulating complex battle plans, communicating amongst their ranks through harsh trills and staccato clicks. Working together in flocks, they can run ruin through an unsuspecting populace or entrenched enemy line. Each Tzaangor is motivated by a personal desire to accumulate arcane knowledge, and they believe that they may receive even more of Tzeentch's blessings through the pursuit of such knowledge.

TZAANGOR ENLIGHTENED

Tzaangors whose hunt for knowledge has caught the eye of their god may be bestowed one of Tzeentch's blessings. Often, this results in the creature devolving into an even more grotesque abomination – a Chaos Spawn. However, the lucky few engorged with such power are elevated above their twisted brethren, physically, mentally and spiritually. They exist in a state of constant communion with Tzeentch, and through him, they see the shifting strands of fate converge and separate.

The Tzaangors view their brayherd's Enlightened as paragons of warfare and the destiny towards which they all must progress. Enlightened soar above the battlefield on Discs of Tzeentch, riding the streams of fate as a raptor would ride thermals. Even the Sorcerers of the Thousand Sons bear a fleeting respect for these creatures, for their savagery is seen as one of Tzeentch's many esoteric tools. Constantly aware of the flow of causality, Enlightened can see where and when their strikes will cause the most damage. The divining spears some carry are tuned to predetermined victims, emitting humming reverberations that grow louder as they near their targets. Other Enlightened wield fatecaster greatbows, strung with ectoplasmic cords that send ensorcelled arrows on deadly paths. Lastly, some carry chainswords and autopistols used in their past lives as Human heretics, for these were the tools by which they first achieved glory before Tzeentch.

TZAANGOR SHAMANS

Tzaangor Shamans are the most exalted of their mutated kind. They are oracles and prophets and preach to their ilk atop flying Discs of Tzeentch. Their psychic mastery is born not of endless study but of singular devotion to their god, unleashed upon their foes amidst ritual chants in the fathomless language of the Tzaangors. It is with the Shamans that the Sorcerers of the Thousand Sons make their fell pacts, though these Sorcerers are ever wary of the deals they make; the Shamans serve the fickle will of Tzeentch above all else.

On Sortiarius, Shamans lead herds of their kin on long pilgrimages across the constantly shifting wastes. These mass migrations follow lines of power that wind across the planet's crust, converging at sites where the roiling

empyric energy is at its thickest. At these sites, they raise great flux-cairns – volatile mounds of magical detritus inscribed with runes and shaped in symbols sacred to Tzeentch – which serve as repositories for the arcane knowledge stolen and despoiled by the Tzaangor tribes. The Shamans use these to channel Tzeentch's power throughout realspace by erecting duplicate monoliths in the jungles and barrens of other worlds. The longer each simulacrum remains in place, the more its warping influence bleeds into the planet on which it stands, transforming the world and preparing it for a full-scale invasion.

MUTALITH VORTEX BEASTS

No creature embodies the warped will of Tzeentch more than the Mutalith Vortex Beast. These nightmarish monstrosities are as large as they are twisted, towering above infantry and even tanks. Their thunderous roar reverberates, piercing the psyche of all in earshot and filling their minds' eyes with visions of paradoxical horror, a metaphysical terror equalled by their constantly splitting and reknitting flesh. Tendrils formed from putrefied inner organs flap voraciously outwards, tearing foes limb from limb or constricting the hapless victims before drawing their crushed bodies deep inside the monster's mashing gullet.

The formation of a Mutalith Vortex Beast is an entirely unnatural process, yet they can be brought into being by the currents of the Warp that flow over the surface of the Planet of the Sorcerers. Often, this occurs when dozens of Chaos Spawn get caught in an empyric eddy and are fused together by the swirl of raw magic. These abominable conglomerations typically perish quickly, collapsing under the weight of their incongruous form into a quivering mound of ooze. On occasion, however, the will of Tzeentch binds the hyper-mutated flesh and bone together into a monstrous composite far more deadly than the sum of its hideous parts. Some Sorcerers have attempted to create their own Mutalith Vortex Beast with obscure spells to induce the gross transformation, with many becoming consumed by the power they attempted to harness and their own flesh added to the writhing matter. Other Mutalith Vortex Beasts are formed from supremely powerful Sorcerers who, at the moment they believe they have achieved daemonhood, fall victim to the cruel whims of their fickle patron.

The hulking body of a Vortex Beast acts as an empyric reservoir, drawing in and absorbing tainted empyric energy; this saturates the creature's flesh, at once holding its impossible anatomy together and tearing it apart. The constant struggle between entropy and coalescence creates a swirling psychic tempest around the Mutalith Vortex Beast – a storm of flux power that engulfs all who draw near, steadily warping their existence. The Sorcerers of the Thousand Sons revel in this change-field, watching with great pleasure as strange mutations rack realspace, eagerly anticipating each new insane transmutation. When the Vortex Beast's flesh is torn open by cannon fire and hacking blades, torrents of unreleased power bleed onto the battlefield, causing ever more anarchic fluctuations in reality.

Before herding a Mutalith Vortex Beast to battle, the Thousand Sons harness the creature with a giant pointed star made of fire taken from atop the Tower of the Cyclops. Bound within this burning Chaos icon is an orb – a fractured piece of the great eye that crowns Magnus' tower – and through this burning portal, the raging Chaos winds from the Planet of the Sorcerers are channelled, allowing the raw power of the Thousand Sons' world to seep freely onto the battlefield.

ERA INDOMITUS, M41
THE NOONEIRIC ERROR

Servo-thralls in the under-forges of Cherinax find what their masters think is an infoclavissia. The forge world's archives list nine such artefacts and their holy role in unlocking hidden wisdom. Assured of their duty by divine writ, unaware of their thralls' psychic domination by the Cult of Manipulation, Cherinax's masters insert the infoclavissia into their core data-stacks. Within a single cycle, a semi-sentient fractal error spreads across the entire forge world, yoking its industry to the cult.



DAEMON ENGINES

Daemon Engines are hulking metallic monsters given animus by the Warp entities caged within their twisted frames. The warrior mages of the Thousand Sons rarely create Daemon Engines themselves. Instead, they procure the bestial machines through pacts with the Dark Mechanicum or use fell sorceries to bind the creations of other Legions to their own malevolent purposes.

The Thousand Sons care nothing for the fate of those Warp entities bound agonisingly within ensorcelled iron bodies. As dangerous as they are to the foe, such forms are considered useful infernal cages for a living weapon. What daemons are trapped within will rarely be any that a Sorcerer of the Thousand Sons would seek to bargain with in the future – so most hope – and though they are slivers of great Tzeentch, Magnus' sons see them as part of the Chaos God's great plan. Lesser pieces, to be sure, and put at the disposal of Tzeentch's greatest mortal champions. Such arrogance has bred countless forms of spite into the daemons, but while the Sorcerers' runes of binding hold them, they are in their thrall.

P'HARES THE ORACLE

While presenting the self-possessed aspect of the all-knowing, the Sorcerer, P'hares, inwardly roils with suspicion and paranoia. In applying his divinations, he splits his consciousness to follow countless branching fates at once. In recent centuries, P'hares has been unable to fully syncretise his fractured mind after each oracular projection. Though their strengthening individuality enables P'hares to seize multiple elusive futures simultaneously, the slivers argue and compete. There are portions of his mind that listen more and more to the lies whispered in the Warp and others that, upon return from their labyrinthine travels, he is not entirely sure are his.



HELDRAKES

Of all the Daemon Engines, Heldrakes are held in the highest regard by the sons of Magnus, for they are seen as embodiments of the fiery serpent that has long been the symbol of Tzeentch's servants. As the ranks of Rubric Marines make their lockstep marches towards the enemy, Heldrakes swoop overhead with terrifying speed. Opposing fighter craft are torn from the sky with each cruel sweep of the Heldrake's twisted metal claws. Wings and vector thrusters are ripped from the flyers' chassis, sending the crippled vehicles plummeting to the ground below to explode like burning meteors amidst their allies. Following close behind the falling wreckage, the Heldrake spews hails of bullets or gouts of immolating flames from its savage jaws, raking across the enemy formation. Those not cut down or incinerated often turn and flee in abject terror from the winged monster, but few are the prey swift enough to outrun it. With its quarry strewn bloodily before it, the Heldrake takes to the air once more with a mighty pounce, quickly sighting where next it can wreak ruin.

MAULERFIENDS

Maulerfiends are anarchic siege engines created to rampage ahead of a thrallband's march where they can wreak the most havoc. With Warp-infused servos driving their enormous forelimbs, a Maulerfiend can build up terrifying speed and momentum, stomping over piles of smouldering wreckage and mounds of corpses before crashing into defensive fortifications. Their clawed fists make quick work of ferrocrete barricades, allowing the monstrosity to continue on its warpath, mashing its way through infantry and vehicles with equal disregard. A thrallband will often carve cryptic runes on a Maulerfiend to bend the daemon within to their specific purpose. In their battles with the Necrons of the Nephrekh Dynasty, the Silver Sons forged sigils that filled their Maulerfiends with a rapacious hunger for metal. The beasts thundered through the enemy lines, tearing the metallic warriors limb from limb. Even when the Necrons reassembled themselves, the energy emanating from the slavering Daemon Engines caused them to reconstitute as twisted, sigil-stitched conglomerations of mismatching body parts.

FORGEFIENDS

Like a tremendous beast, the Forgefiend tromps across the battlefield, its piston-like legs shattering the earth beneath its massive weight. The daemon sown into the machine emits its deafening howls through metallic grills before opening fire, blasting bodies to pieces and vehicles to slag. A Forgefiend's instincts are not those of an animal but of a malevolent empyric entity. It is motivated to hunt by spite and hatred, spitting long-range death at its prey.

The foundries or Soul Forges used to create Forgefiends lie on worlds where swirling Chaos matter can readily be drawn upon. Warpfire furnaces blaze with the heat of stars, for only in such conditions can daemons be bound within their eternal metal cages. The Warpsmiths pour their sorcerous energies into this inferno, sacrificing portions of their sanity to realise their blasphemous designs. When the body of a Forgefiend has been shaped, and the daemonic entity sealed within, the Tzeentchian fire used to fuse the two continues to rage in the amalgam-creature's core. Unquenchable and ever-changing, this flame provides the reservoir of Warp power, which the Forgefiend gives destructive form to.

DEFILERS

As each of these chimeric constructions stalk the battlefield, the very ground around it heaves and screams under the weight of daemonic energy radiating from its arachnoid form. With every grinding movement, its many-jointed limbs send out ripples of warping force, filling the minds of all who behold it with unrelenting dread. Its fore-claws gouge the earth, helping to

haul the immense bulk of the Defiler towards its prey before thrusting forwards to tear through defensive barricades and mutilate the enemy's ranks. It is a metallic abomination, born of the demented minds of the followers of Chaos and put to hideous use by the Thousand Sons as a walking engine of devastation.

The Defiler's torso is an armoured fortress from which multifarious armaments protrude. Bursting from its chest, its battle cannon launches high-explosive shells with thundering force and can rupture the enemy's armoured vehicles with a single shot. Like the Defiler itself, each of the cannon's shells has become host to a Tzeentchian entity. As the warhead explodes, the released lesser daemon warps the shape of reality within the blast radius, sending chunks of shrapnel, rock and bone flying. Ever bound to their prison, the entity then coalesces back in the Defiler's hull, there to reform as another shell waiting to be fired upon another target.

Due to their destructive capabilities, Defilers are highly sought after by the Exalted Sorcerers of the Legion's many sects. These warlords are often given visions of the worlds they could set ablaze with but a handful of the Daemon Engines joined to their thrallbands. Driven by these prophecies, they lay complex plans to deceive and influence the Warpsmiths of other Traitor Legions into binding daemons and machines in the most devastating configurations. The ambition of the Warpsmiths is their greatest weakness, and the Exalted Sorcerers guide their actions, making them believe they are fulfilling some gods-given task of profane fabrication. When the Warpsmith's grotesque work is complete, the Thousand Sons arrive to claim the fruit of his labour. The creator is butchered, burned or – in a ritual preferred by many spite-filled Sorcerers – fed as a first offering to his Daemon Engine, and then the rites are begun to bind the Defiler to its new master.

ERA INDOMITUS, M41
A FRACTURED PATH

At the Sanctus Wall, to the galactic southwest of the Nachmund Gauntlet, the two thrallbands known as the Reflective Ones and the Illogisticarae sow disruption and doubt as part of a pact with Haarken Worldclaimer. They also work to lay misinformation in the path of allies to Inquisitor Cartavolnus that, if used in his desperate plan to collapse the Nachmund Gauntlet, could instead splinter the channel in countless twisting paths navigable only by the Thousand Sons.



DAEMONS OF TZEENTCH

Daemons are creatures of the Warp given form by the Chaos Gods. Those born of Tzeentch's will are entities of unbridled mutation, agents of change in service to the Architect of Fate. Through dark entreaties, they are summoned to the battlefield by the Sorcerers of the Thousand Sons, where their unnatural existence strikes terror into the minds of the sane.

LORDS OF CHANGE

These Greater Daemons of Tzeentch embody sorcery, deception and infernal knowledge to manipulate the destinies of mortals to the grand design of the Architect of Fate. Their appearance is as bewildering as terrifying: an ever-changing, multi-hued form that defies mortal reasoning or logic. Their most haunting features are their eyes. Within their depths lies the paradoxical wisdom of Tzeentch. None can withstand the sustained scrutiny of a Lord of Change's gaze without losing their sanity. It is said that when one looks upon a mortal, that individual's soul is opened like a book, revealing their ambitions and the truth of their ultimate failure or success.

Lords of Change delight in bringing order to ruin so that all may be reshaped and directed to a new path before that, too, is changed. Their minions move throughout realspace, undertaking whatever task the Greater Daemon has set them: the killing of a minor mortal, a whisper in a commander's ear, the stealing of a worthless artefact. At other times, a Lord of Change leads an entire scintillating legion into open war upon the fragile mortals of realspace, controlling the ebb and flow of the fighting according to their infernal schemes. With a flick of a taloned finger, a Lord of Change can engulf a score of warriors in flickering flames, inflicting a fate as unpredictable as it is deadly.

HORRORS

The most abundant of Tzeentch's daemonic servants are his hordes of Pink, Blue and Brimstone Horrors. From the globular bodies of these pseudo-beings sprout multiple contorted limbs alongside flapping tentacular appendages. Their slash-like mouths may be jagged with irregular rows of fangs or protrude into cruel beaks, and their long tongues undulate with incantations of incomprehensible blasphemy.

The largest are the Pink Horrors. They caper and bound into combat in a constant state of unnatural exuberance, eagerly leaping over one another to reach the enemy or to draw closer to a site of power on the battlefield. From the midst of their frolicking masses come streamers of coruscating flame to incinerate their foes and blasts of mutative energy that ravage those unfaithful to their creator. Each Pink Horror is an extension of Tzeentch's many-faceted will, and they operate as one to channel the energies of the Warp. They are prone to sudden and drastic fluctuations. Should a Pink Horror be grievously wounded, its essence might not drain immediately back to the Immaterium but may instead split, becoming a duo of Blue Horrors.

In contrast to the gleeful being from which they emerged, Blue Horrors are dour and mirthless. They bound forward not with gaiety but with dark intent, tearing at those they approach with scrabbling teeth and claws. Should a Blue Horror be cut down in its turn, the creature vanishes in a cloud of acrid smoke. From these unnatural fumes can emerge a pair of tiny Brimstone Horrors. These diminutive fiends appear made of flickering fire and emit a pungent stench of sulphur. Each is but a speck of fractured spiteful emotion, a psychotic thought given form. Before a Brimstone Horror evaporates back to the Warp, it hungers for flesh and minds, which its hateful essence can burn.

KAIROS FATEWEAVER

ORACLE OF TZEENTCH

Of all the puzzles in the galaxy, daemon seers have claimed to mortals that there is but one that escapes Tzeentch's ability to solve – the Well of Eternity. Lying in the heart of the Impossible Fortress, the mystic Well is said to be where space and time originate and end. Unable to resist the temptation of unravelling the riddle but unwilling to risk himself, Tzeentch grabbed his vizier, a mighty Lord of Change known as Kairos Fateweaver, and cast him into the roiling currents of the Well.

Kairos spends most of his existence within Tzeentch's fractal realm, his twin heads babbling knowledge of the past and murmuring secrets of the future. Nine times nine Lords of Change record every word the Fateweaver utters so that Tzeentch's understanding of eternity comes ever closer. On those occasions when Kairos' service to the Architect of Fate leads to a battlefield, it is always amidst the workings of some critical juncture in Tzeentch's grand, ineffable scheme. There, Kairos uses his perspective and prescience to influence the course of the battle, directing his master's daemonic legions along the most desired path.

Kairos delights in pitting his foes against each other, subtly twisting the strands of fate so that one mortal dies when he should have lived and vice versa. However, Kairos is also a psyker of supreme power; when the wholesale destruction of Tzeentch's foes is required, Kairos unleashes torrents of warping energy that can twist and change the battlefield into a vista of death and devastation. While the Oracle prefers to avoid the dangers of close combat, should the enemy's forces make it through his minions, Kairos is more than capable of striking them down. With a burst of power, the Staff of Tomorrow can transmute the greatest of mortals into a gibbering spawn with but a single strike.

FLAMERS

With impossible physiologies that can drive those who behold them insane, Flamers are amongst the most perplexing servants of Tzeentch. They float to war surrounded by an aura of reality-mutating madness, allowing them to bound effortlessly towards their enemies. A Flamer's body is riven with hideous maws that gape wide, seal closed and then reopen elsewhere. From each of these orifices drip ethereal flames of pure Warp magic. With a great convulsion, the daemon can spray its reservoir with sorcerous flame outwards.

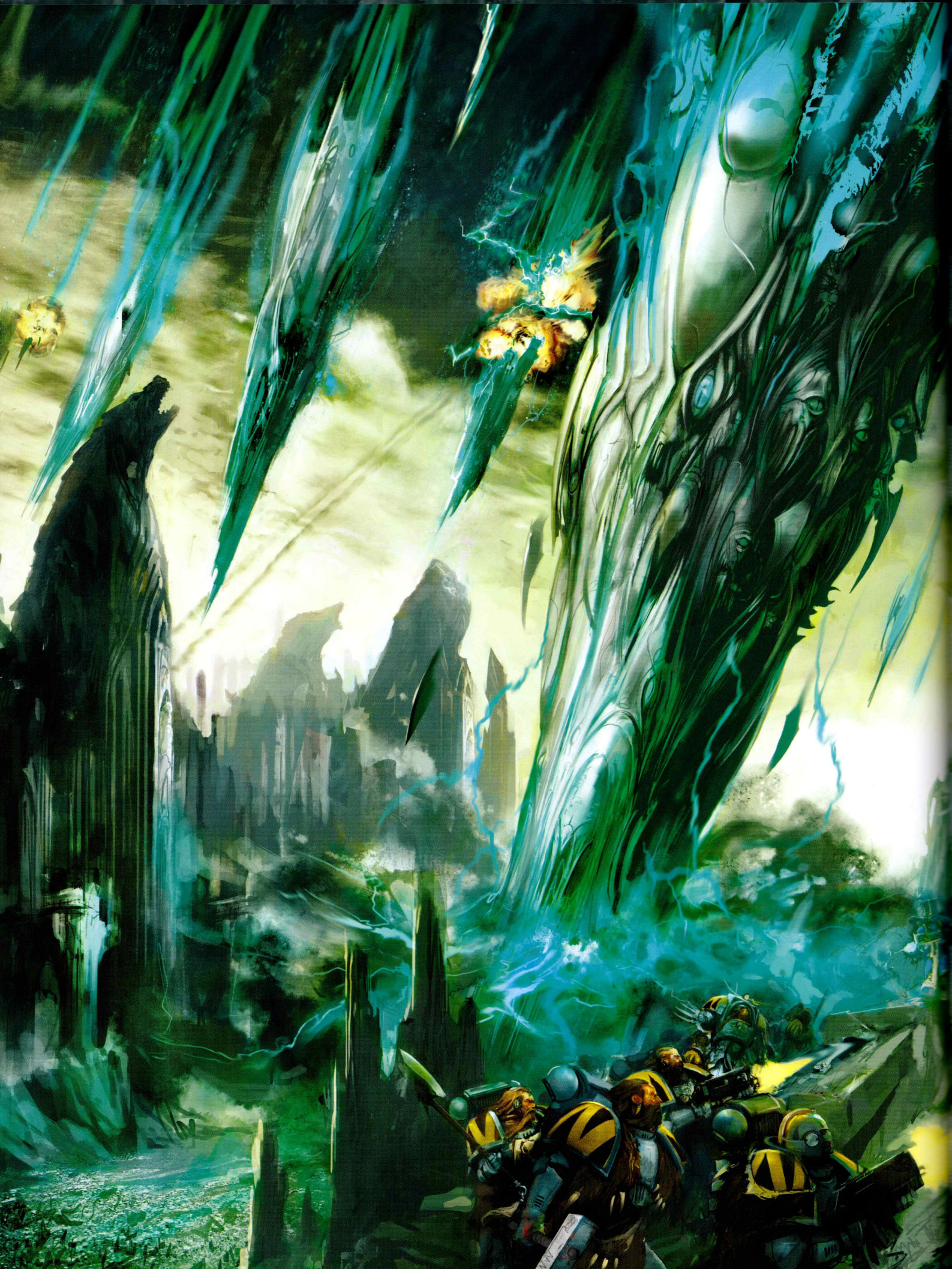
Rather than incinerating with heat, Flamers disfigure and transmute those their fires envelop. Their targets undergo thousands of changes. Their muscles, bones, organs and wargear meld into one another, constantly reconfiguring. Lungs balloon out, vocal cords wind into fractal shapes, and vox-grills become living organs wired to the pain centres of the victim's mutating brain.

SCREAMERS

The broad-winged daemons known as Screamers swim through the sea of the Immaterium in great shoals, racing through aetheric eddies and Warp currents. In their wake, they leave trails of iridescent light, and all around them echo the mind-piercing shrieks that give them their name.

Screamers are pack hunters who can locate the psychic and emotional scent of a mortal being's Warp shadow across manifold planes of existence. They pursue these scents relentlessly, tracking their targets before descending to shred them, body and mind. Even a ship's protective Geller field cannot fully mask the psychic spoor that draws Screamers. They have been known to burrow through the fields of craft they find, peeling open the hull and allowing the Warp to flood the ship.

Shoals of Screamers are drawn to battles in realspace where panic and confusion hang thick. The Sorcerers of the Thousand Sons expedite the daemons' arrival with rituals that open direct portals to the Screamers' usual feeding grounds. As the Screamers fly across the battlefield, their lashing tails whip down to impale those below with brutal barbs. Those not killed outright are weakened spiritually and marked as a later meal.





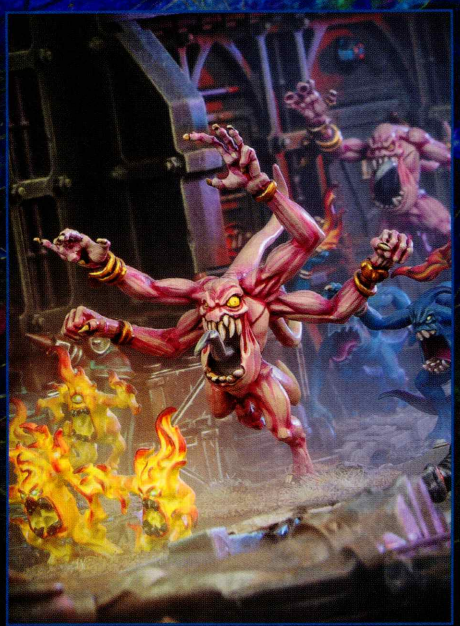


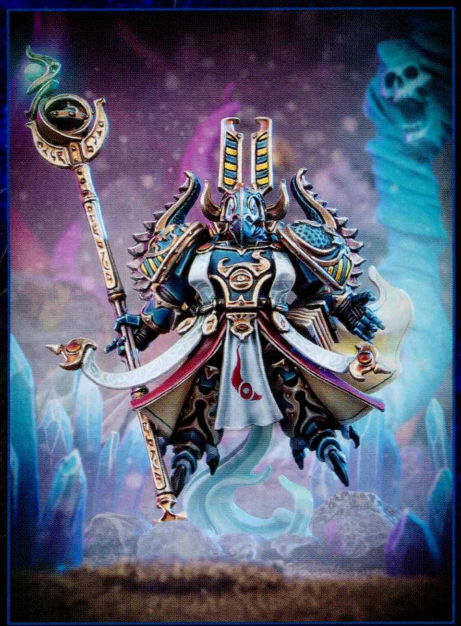
Showcase

COLOURS OF INFINITY

THE THOUSAND SONS MARCH TO WAR BEARING SIGILS ECHOING THE LOST LEGION THEY ONCE WERE. THESE ARE BORNE ALONGSIDE THE ELDRITCH ICONS OF TZEENTCH AND OTHER HERMETIC RUNES. AZURE AND GOLDEN HUES ARE ASSOCIATED WITH THE WORSHIP OF TZEENTCH, YET PARADOX SUFFUSES HIS SERVANTS, AND SOME THRALLBANDS EMPLOY OTHER RITUALLY SIGNIFICANT HERALDRIES. BESIDES THE MORE UNIFIED PANOPLY OF MAGNUS' SONS ARE THE STRANGE GARB OF TZAANGORS AND THE MUTATED FLESH OF BIZARRE BEASTS.











Magnus the Red, Daemon Primarch of the Thousand Sons



The warrior Sorcerers of the Grand Covens, whether they enact the plots of the Crimson King or further their own ambitions, see battle as a great ritual of blood and sacrifice. Malefic magic is wielded in apocalyptic displays of power, their enemies mere ingredients in the arcane sorcery being wrought.

1 The continental crop fields of Askelax writhe with horrific new growth as a rite of invocation nears its abhorrent climax. Deployed to purge the twisting nightmare from within, Space Marines of the Raven Guard Chapter discover their clandestine mission has been foreseen. The ritual's architect seizes his opportunity to enlighten his ignorant opponent with empyric secrets that tear the soul from the loyalist's body.

2 The stoicism of the grim soldiers of Krieg has kept them fighting at Embrasure Sanctus Nine despite the outer layers of the city's defenders having fled or been annihilated. Tragically, their bravery is the final element Ahriman requires for his spell to crack the walls of the citadel they defend. Far from being a protection, the encircling Embrasure Sanctus Nine will become a sorcerous halo, fuelled by the suffering and insanity the Arch-Sorcerer has prepared for its guardians.





Pink Horrors



Blue Horror



Brimstone Horror





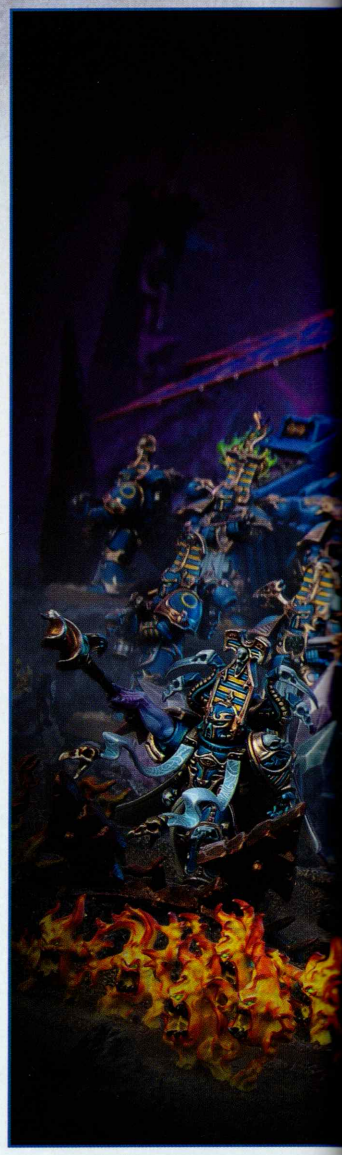


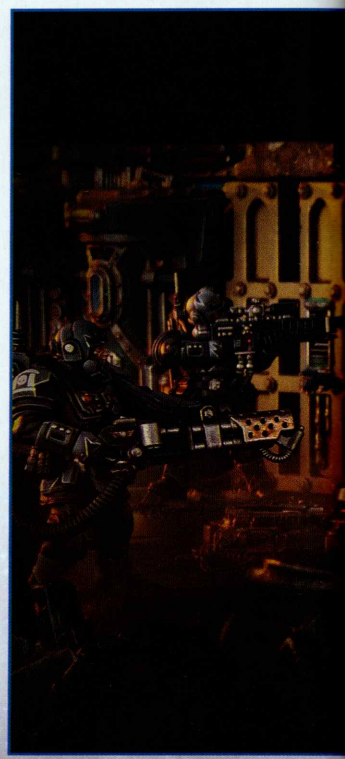
Infernal Master

The flame-wreathed daemons of the Great Sorcerer are change and insanity given perplexing manifestation. They are capricious and vindictive, twisting reality about themselves in maddening cycles, and their presence is viewed as a boon to the most favoured servants of Tzeentch.

3 The invasion of Quadrofel Noctus cascades into an onslaught of nightmares and coruscating warpflame as the Thousand Sons slice open the veil to disgorge the gibbering hordes of the Warp. The Sorcerers' assault is key to a darker doom for the sub-sector, one that Kairos Fateweaver has deigned to witness in person. The Oracle of Tzeentch has visited this time and place eight times previously, searching for a soul even the sons of Magnus cannot perceive.

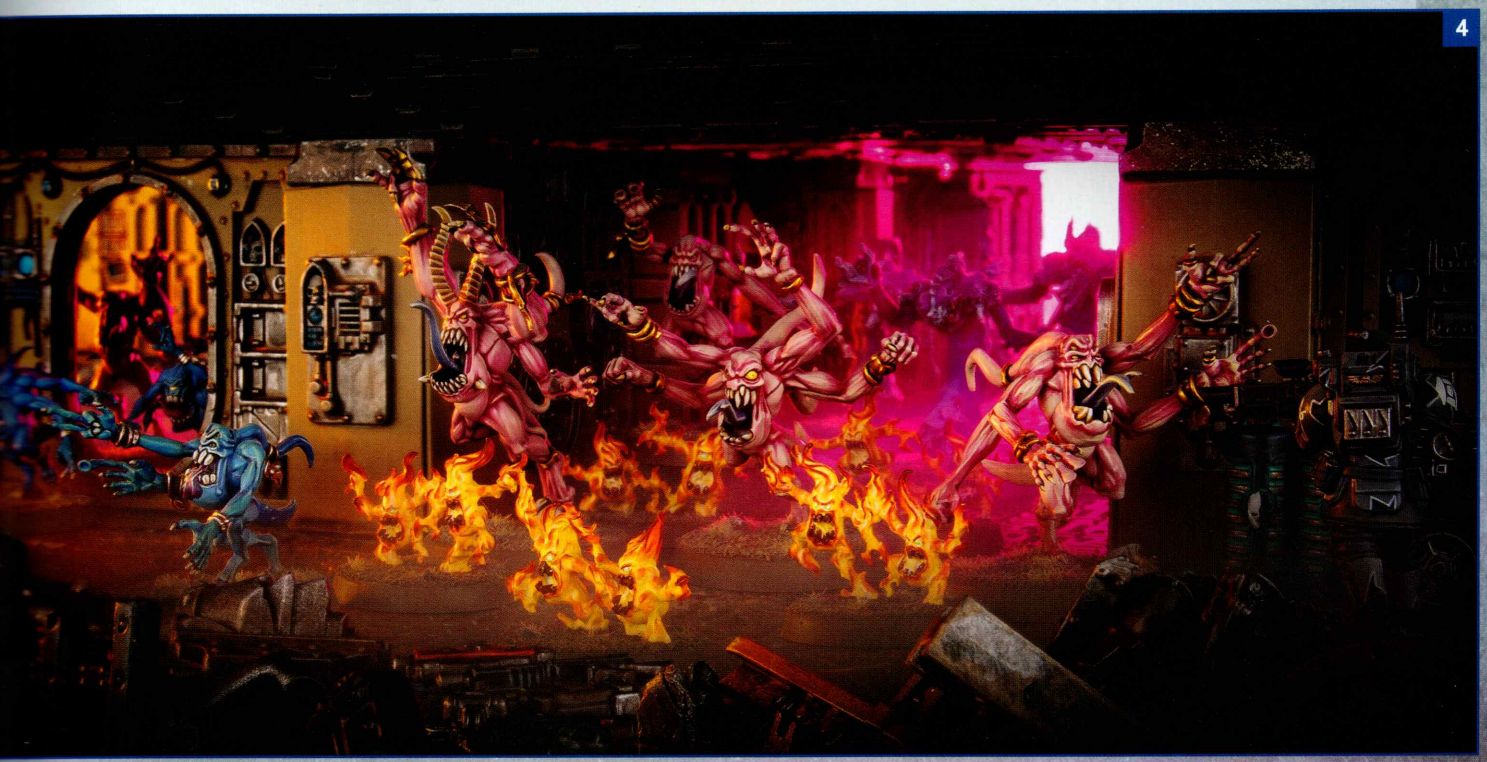
4 Deep within the Inquisitorial fortress of Dentrevis Prime, cackling Horrors unleash iridescent infernos as they burn their way through the hidden jail's defenders. Those who summoned them are content to allow them their infernal passions, the distraction obfuscating the Thousand Sons' raid upon a deeper level to seize a forbidden artefact in the fortress' warded vault.







3



4



Daemon Prince of Tzeentch









Sorcerer

5





Exalted Sorcerer

Exalted Sorcerer on Disc of Tzeentch

When the massed mutated ranks of Sortiarius are unleashed upon the Thousand Sons' enemies, it is in a wave of misshapen monstrosities, sanity-blasting apparitions and shrieking cacophony.

5 St Nurgu's Rest echoes to the desecration of its sacred sites by a war herd of Tzaangors in thrall to the Daemon Prince Xethentek. Amidst the industrialised reclamation district of the shrine world's capital, where pilgrims' tears are filtered to create philtres for the pious, the Thousand Sons are intercepted by a White Scars strike force. The ferocity of Xethentek's feral devotees drives all pain and doubt from their minds, and they throw themselves forward to mire the Space Marines in a tide of twisted bodies.





By weaving their spells into their battle tanks and war constructs, warpforged cabals set up empyric resonances with their armoured support that fuel the passions of their machine spirits or infuse them with daemonic potency.

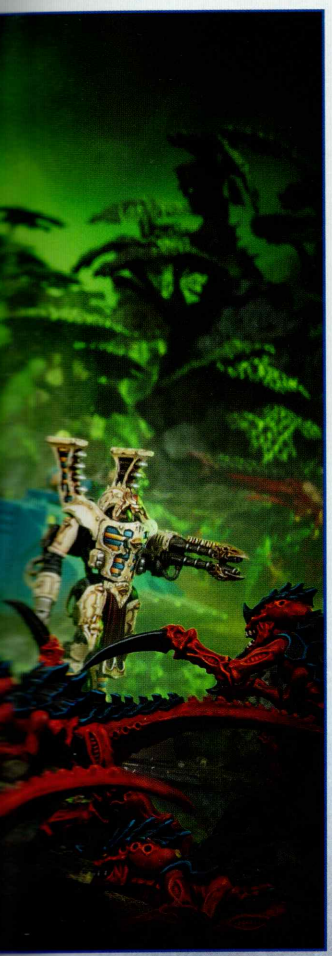
7 On the toxic world of Allathen, an armoured thrallband of the Cult of Manipulation intercepts organisms of Hive Fleet Behemoth in a ruthless drive to penetrate the heart of the xenos swarm. The aliens' vanguard broods swiftly fall to scything firepower from the thrallband's Sekhetar Robots, but there will be more resilient opposition for them to crush before the Sorcerer's prize of a Neurotyrant's nerve cluster is seized.





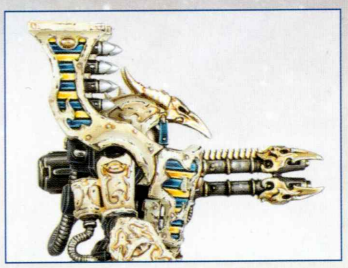
At the heart of the Traitor Legion remain the ranks of warriors that were once its battle-brothers. Just as the warriors did in life, their gheist-haunted shells unquestioningly serve their sorcerous masters through the eternity of their curse.

6 The light from Jolandar's star begins to dip and fade for the last time as Magnus the Red conjures an unnatural twilight over the hive world. From the sumps beneath Stallan Spire, the Daemon Primarch summons a phalanx of his cursed sons, those whose spirits and rune-carved armour were buried on this world millennia ago against this very day. Battle Sisters of the Order of the Bloody Rose zealously strike at the advancing ranks, the Rubricae's emotionless cull a dull mirror of their fanaticism.











Sekhetar Robot with heavy warpflamer and pyreflux meltagun



Sekhetar Robot with power claw, warpflame projector, and heavy warpflamer







Combat Patrol

In this section you will find all the essentials for using the Prism of Zadophon in games of Combat Patrol, from a tactical commentary and a guide to painting your miniatures to bespoke faction rules and datasheets.



PRISM OF ZADOPHON

ZADOPHON THE SOUL EATER (1 MODEL)

- **This model is equipped with:** infernal cannon; hellforged weapons.

Both Enhancements available to your Warlord offer powerful tactical benefits. If you are using the Arcane Rite secondary objective, which incentivises a steady expansion across the battlefield, Perplexing Gibberhex can be of great help to curtail enemy movement and prevent them from trapping your Rubric Marines in combat. Alternatively, should you be facing particularly durable, elite infantry such as Terminators, a well-timed use of Key to the Eternity Cage can be extremely potent, as it can help your Warlord deal with foes that your army may otherwise struggle with.

RUBRIC MARINES (10 MODELS)

- **The Aspiring Sorcerer model is equipped with:** inferno bolt pistol; Malefic Curse; force weapon.
- **1 Rubric Marine model is equipped with:** soulreaper cannon; close combat weapon.
- **5 Rubric Marine models are equipped with:** warpflamer; close combat weapon.
- **3 Rubric Marine models are equipped with:** inferno boltgun; close combat weapon.

The Rubric Marines are a powerful shooting unit, with their high Armour Penetration characteristics able to completely negate the Save characteristics of many weaker enemies. Their damage output drops considerably in the Fight phase, however, so if they become locked in combat, the Curse Foretold Stratagem can be a useful way to push through some additional damage and potentially free your unit from their aggressors.

KAA'SKREK (1 MODEL)

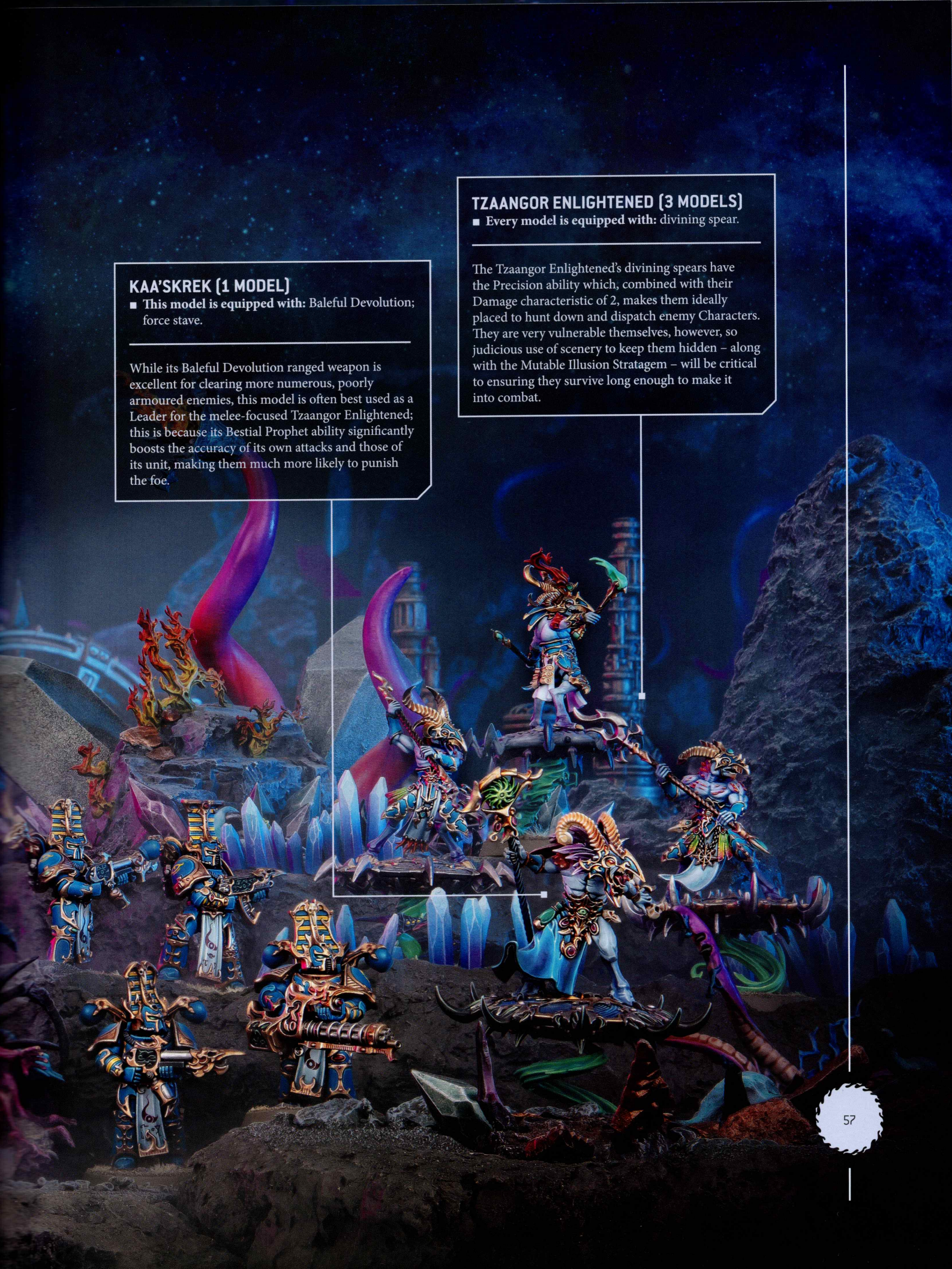
- **This model is equipped with:** Baleful Devolution; force stave.

While its Baleful Devolution ranged weapon is excellent for clearing more numerous, poorly armoured enemies, this model is often best used as a Leader for the melee-focused Tzaangor Enlightened; this is because its Bestial Prophet ability significantly boosts the accuracy of its own attacks and those of its unit, making them much more likely to punish the foe.

TZAANGOR ENLIGHTENED (3 MODELS)

- **Every model is equipped with:** divining spear.

The Tzaangor Enlightened's divining spears have the Precision ability which, combined with their Damage characteristic of 2, makes them ideally placed to hunt down and dispatch enemy Characters. They are very vulnerable themselves, however, so judicious use of scenery to keep them hidden – along with the Mutable Illusion Stratagem – will be critical to ensuring they survive long enough to make it into combat.



PAINTING YOUR COMBAT PATROL

On the following pages, you will find a painting guide to help you to bring your Thousand Sons Combat Patrol to life. By following the steps set out here you will be able to paint your models to a Battle Ready standard, and also learn useful techniques that you can apply to your collection as it grows.

You Will Need

To make the most of this painting guide, we recommend you use a Citadel brush and the Citadel Colour paints shown here. We also recommend using multiple thin coats where needed to achieve good coverage.

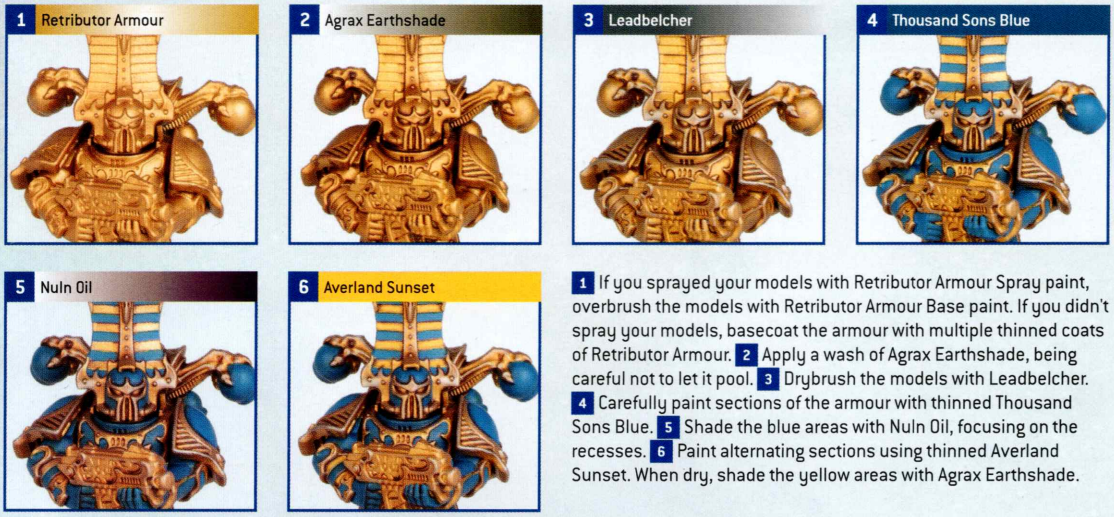
- THOUSAND SONS BLUE
- AVERLAND SUNSET
- NULN OIL
- DRAKENHOF NIGHTSHADE
- LEADBELCHER
- GREY SEER
- AGRAX EARTHSHADE
- ABADDON BLACK
- SCREAMER PINK
- RETRIBUTOR ARMOUR
- SYBARITE GREEN
- AGRELLAN EARTH

Top Tip

Before you follow any other steps, we suggest priming your Daemon Prince and Rubric Marines with an even coat of Retributor Armour Spray paint, and your Tzaangor models with Grey Seer Spray paint. You can use several thin coats of Base paint instead.

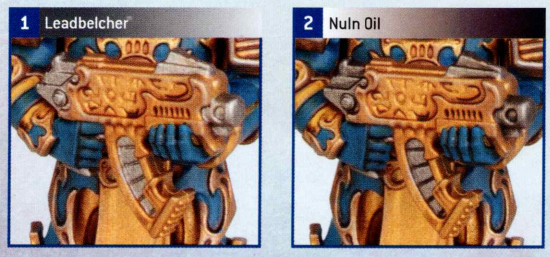


Power Armour



1 If you sprayed your models with Retributor Armour Spray paint, overbrush the models with Retributor Armour Base paint. If you didn't spray your models, basecoat the armour with multiple thinned coats of Retributor Armour. **2** Apply a wash of Agrax Earthshade, being careful not to let it pool. **3** Drybrush the models with Leadbelcher. **4** Carefully paint sections of the armour with thinned Thousand Sons Blue. **5** Shade the blue areas with Nuln Oil, focusing on the recesses. **6** Paint alternating sections using thinned Averland Sunset. When dry, shade the yellow areas with Agrax Earthshade.

Dark Metallic Areas



1 Use Leadbelcher to basecoat the dark metallic areas on weapons, as well as any pipes, chains and the daemonic Discs ridden by the Tzaangor Shaman and Tzaangor Enlightened. **2** Once dry, shade with Nuln Oil, being careful to not let it pool.

Weapon Casings



1 Basecoat the casings of inferno boltguns and the Discs' curved blades with Abaddon Black.

Loincloths and Tzaangor Skin



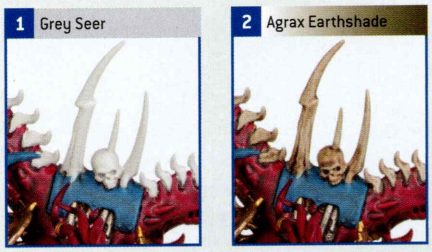
1 Basecoat the loincloths of the Rubric Marines and Daemon Prince with Grey Seer. Aim to achieve an even coverage to match your Tzaangor Shaman and Tzaangor Enlightened. 2 Thin Drakenhof Nightshade with a small amount of water and apply it to the skin on the Tzaangors. With the same mixture, shade the loincloths. Use one smooth brush motion from the top to the bottom, and use a clean, damp brush to wick away any pooling.

Daemonic and Mutant Flesh



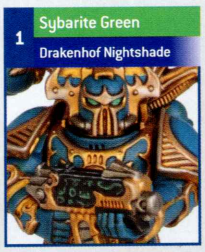
1 Paint the Daemon Prince's skin, including the skin-like areas of its backpack and gauntlet, as well as the Tzaangors' tongues and feathery manes, with thinned Screamer Pink. 2 Shade these areas with Nuln Oil.

Bones and Horns



1 Basecoat the horns, talons, bony protrusions and trophy skulls, including those on bases, with Grey Seer. 2 Shade these areas with Agrax Earthshade.

Eyes, Gems, Runes and Sorcery



1 Pick out any eyes, runes, gems and warp effects with Sybarite Green, then shade them with Drakenhof Nightshade.

Basing



1 Paint the bases, including any rocks, with thinned Abaddon Black. 2 Once dry, apply Agrellan Earth over the flat areas of the base. Applying it in uneven amounts will result in varied and natural-looking cracks once completely dry. Drybrush any large rocks with Grey Seer.



COMBAT PATROL
PRISM OF ZADOPHON

ABILITIES

The datasheets required to use the Prism of Zadophon can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This may include a Faction ability – Cabal of Sorcerers – which is described below.

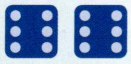
CABAL OF SORCERERS

The Thousand Sons are wreathed in the energies of the Warp. It is the gift of their sorcerous leaders to channel this power through battlefield ritual, to divine forbidden knowledge, to weave illusory magicks or to ravage their foes with empyric fire and mutation.

At the start of your Shooting phase, one model from your army with this ability can attempt one Ritual from those listed below. To do so, select one model from your army with this ability that has not yet attempted a Ritual this turn and select one Ritual no model from your army has manifested this turn, then take a Psychic test for that model by following the sequence below.

PSYCHIC TEST SEQUENCE

Roll 2D6



Channel the Warp (Optional)



Then, if one or more doubles or triples were rolled during this test, that model's unit suffers D3 mortal wounds.

If that model is not destroyed, the combined total of all the dice rolled during this test is the Psychic test result. If this equals or exceeds the Warp Charge value of the Ritual being attempted, that model manifests that Ritual and you resolve its effects.

DESTINY'S RUIN (PSYCHIC)

WARP CHARGE 5

Select one enemy unit within 24" of and visible to the manifesting model. Until the end of the phase, each time a **THOUSAND SONS** model from your army makes an attack that targets that unit, re-roll a Hit roll of 1.

TEMPORAL SURGE (PSYCHIC)

WARP CHARGE 6

Select one friendly **THOUSAND SONS** unit that is not within Engagement Range of one or more enemy units and is within 24" of and visible to the manifesting model. That unit can make a Normal move of up to D6", and until the end of the turn, that unit is not eligible to declare a charge.

ENHANCEMENTS

Your **DAEMON PRINCE** model is your **WARLORD** and has the Perplexing Gibberhex Enhancement. You can replace this with Key to the Eternity Cage.

DEFAULT ENHANCEMENT

PERPLEXING GIBBERHEX

Funnelling a shoal of clamouring and cackling voices into a gibberhex, this sorcerer flings the curse towards their enemies, who stumble dazedly or mishandle their vehicles' controls as insane shrieks from the Warp assail their minds.

In your Shooting phase, after the bearer has shot, select one enemy unit hit by one or more of those attacks; until the start of your next turn, that enemy unit is pinned. While a unit is pinned, subtract 2 from that unit's Move characteristic and subtract 2 from Charge rolls made for that unit.

OR

OPTIONAL ENHANCEMENT

KEY TO THE ETERNITY CAGE

Amongst this monstrous mage's incantations is a spell that temporarily unlocks the runic sigils that bind a daemonic rival's essence into his sword. Unfettered from its torment within the blade's Eternity Cage, the prisoner's infernal fury empowers the weapon with supernatural energies before the entity is drawn screaming back into its sorcerous gaol once more.

Once per battle, when the bearer is selected to fight, it can use this Enhancement. If it does, until the end of the phase, its hellforged weapons have an Attacks characteristic of 5, a Strength characteristic of 9 and a Damage characteristic of 3.



SECONDARY OBJECTIVES

You will use the Arcane Rite secondary objective. You can replace this with Feast of Soul Secrets.

DEFAULT SECONDARY OBJECTIVE

ARCANE RITE

The correct words, at the correct time, give untold power.

From the second battle round onwards, if your **RUBRIC MARINES** unit is within range of one or more Arcane objective markers you control, you score 3VP.

BATTLE ROUND	ARCANE OBJECTIVE MARKER
2	Closest to your battlefield edge
3-4	Wholly within No Man's Land
5	Closest to your opponent's battlefield edge

You cannot score more than 12VP from this secondary objective.

OR

OPTIONAL SECONDARY OBJECTIVE

FEAST OF SOUL SECRETS

At the moment of his foes' defeat, Zadophon seeks to consume their power, snatching at their souls before they are lost and feasting on their secrets to amass greater knowledge.

Each time an enemy unit is destroyed, if that unit was within 3" of your **WARLORD** at the start of the phase, you score 3VP.

You cannot score more than 12VP from this secondary objective.

STRATAGEMS

You can use the following Stratagems:

MUTABLE ILLUSION

PRISM OF ZADOPHON – STRATEGIC PLOY STRATAGEM

Haloed in bewitching hallucinations as twisted as their flesh, the mutant servants of the Thousand Sons are dangerously evasive hunters.

1CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **TZAANGOR SHAMAN** or **TZAANGOR ENLIGHTENED** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.

PARADIGM OF RIVALRY

PRISM OF ZADOPHON – STRATEGIC PLOY STRATAGEM

Pride and a lust for power are hallmarks of Tzeentch's sorcerers, and many strive to prove their empyric prowess.

1CP

WHEN: Start of your Shooting phase, just after a **THOUSAND SONS PSYKER** model from your army has attempted a Ritual.

TARGET: One other **THOUSAND SONS PSYKER** model from your army.

EFFECT: Your model can attempt one Ritual no model from your army has manifested this turn.

CURSE FORETOLD

PRISM OF ZADOPHON – BATTLE TACTIC STRATAGEM

Plunging their consciousness into the flux of futures, a reckless sorcerer can grant himself a near prophetic foresight, enabling him to target his enemies with ravaging sorcery even in the confusion of close-quarters combat.

1CP

WHEN: Your Shooting phase.

TARGET: One **RUBRIC MARINES** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, the Malefic Curse weapon equipped by your unit's Aspiring Sorcerer model has the **[PISTOL]** ability and each time that model makes an attack with that weapon, add 1 to the Hit roll.

ZADOPHON THE SOUL EATER



Combat Patrol Datasheet

M	T	SV	W	LD	OC
9"	10	2+	10	6+	3

4+ INVULNERABLE SAVE

Zadophon is a potent sorcerer and a monstrous warrior, terrifying to behold, thanks to the daemonic might gifted to him by Tzeentch. His presence bends the weave of fate into forms more fortuitous for Tzeentch's designs, and his empyric rituals are made all the more potent should he imbibe a sliver of soulstuff from a fallen underling.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Infernal cannon	24"	3	2+	5	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hellforged weapons [DEVASTATING WOUNDS, PSYCHIC]	Melee	12	2+	6	-1	1

ABILITIES

FACTION: **Cabal of Sorcerers**

Spirit Snare: Each time a friendly **Thousand Sons Psyker** model with the Cabal of Sorcerers ability is destroyed while within 9" of one or more models with this ability, select one of those models with this ability: until the end of the battle, each time the selected model attempts a Ritual, add 1 to the Psychic test result (to a maximum of +2).

KEYWORDS: **Monster, Character, Daemon, Psyker, Chaos, Tzeentch, Daemon Prince, Zadophon the Soul Eater**

FACTION KEYWORDS: **Thousand Sons**

KAA'SKREK



Combat Patrol Datasheet

M	T	SV	W	LD	OC
10"	4	5+	4	7+	2

5+ INVULNERABLE SAVE

Tzaangor Shamans possess prodigious sorcerous abilities that stem from their faith in Tzeentch, and can unleash ferocious psychic bombardments against the foe as they soar high upon their daemonic Discs. The mere presence of these bestial champions inspires the herds they lead to ever greater heights of violence.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Baleful Devolution [BLAST, DEVASTATING WOUNDS, PSYCHIC]	18"	D6	3+	9	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Force stave [PSYCHIC]	Melee	3	3+	5	-1	D3

LEADER

This model can be attached to the following unit: **Tzaangor Enlightened**

ABILITIES

CORE: **Leader**

FACTION: **Cabal of Sorcerers**

Bestial Prophet: While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll.

KEYWORDS: **Infantry, Mounted, Character, Fly, Psyker, Chaos, Tzeentch, Mutant, Tzaangor Shaman, Kaa'Skrek**

FACTION KEYWORDS: **Thousand Sons**

RUBRIC MARINES

Combat Patrol Datasheet

M	T	SV	W	LD	OC	
6"	4	3+	2	7+	2	RUBRIC MARINE
6"	4	3+	3	6+	2	ASPIRING SORCERER

5+ INVULNERABLE SAVE



Advancing at the command of their sorcerous master, Rubric Marines lay down withering hails of fire. Arcane shells from their inferno weapons and soulreaper cannons blast the enemy apart while gouts of mutagenic fire from their warpflamers burn and twist flesh and soul. Against such an onslaught, none can stand for long.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Inferno bolt pistol [PISTOL]	12"	1	3+	4	-1	1
Inferno boltgun	24"	2	3+	4	-2	1
Malefic Curse [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, PSYCHIC]	24"	3	3+	4	-3	1
Soulreaper cannon [DEVASTATING WOUNDS]	24"	6	3+	6	-2	1
Warpflamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1
Force weapon [PSYCHIC]	Melee	3	3+	6	-1	D3

ABILITIES

FACTION: **Cabal of Sorcerers** (Aspiring Sorcerer only)

KEYWORDS – ALL MODELS: **Infantry, Battleline, Chaos, Tzeentch, Rubricae, Rubric Marines** | ASPIRING SORCERER ONLY: **Psyker**

FACTION KEYWORDS: **Thousand Sons**

TZAANGOR ENLIGHTENED

Combat Patrol Datasheet

M	T	SV	W	LD	OC
10"	4	5+	2	7+	2

5+ INVULNERABLE SAVE



Blessed amongst their mutated kind, the Enlightened can see the skeins of fate through communion with Tzeentch. They surge atop daemonic Discs on the hunt for esoteric knowledge. Tzaangor Enlightened close on their targets, emitting screeches of anticipatory triumph, and their divining spears hum as they sense their predestined prey.

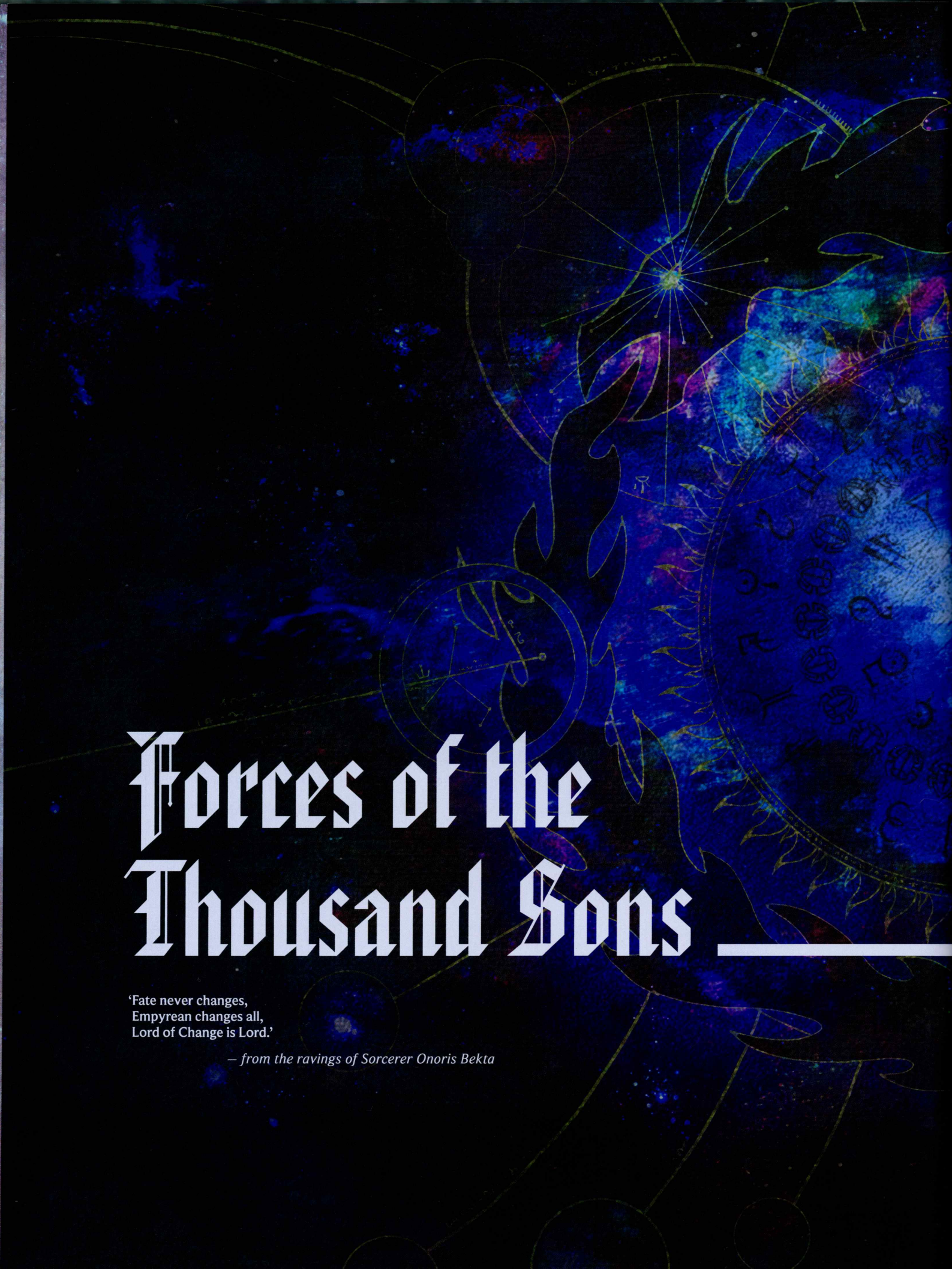
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Divining spear [LANCE, PRECISION]	Melee	3	4+	5	-1	2

ABILITIES

Prophesied Doom: Each time this unit ends a Charge move, select one enemy unit within Engagement Range of it, then roll one D6 for each model in this unit that is within Engagement Range of that enemy unit: for each 4+, that enemy unit suffers 1 mortal wound.

KEYWORDS: **Mounted, Fly, Chaos, Tzeentch, Mutant, Tzaangor Enlightened**

FACTION KEYWORDS: **Thousand Sons**



Forces of the Thousand Sons

'Fate never changes,
Empyrean changes all,
Lord of Change is Lord.'

– from the ravings of Sorcerer Onoris Bekta



INTRODUCTION

Welcome to the rules section of *Codex: Thousand Sons*. Whether forging your own tales of glory and infamy with narrative play or pitting yourself against your opponents in nail-biting matched play contests, the following pages present all the rules you will need to bring your Thousand Sons collection to life on the tabletop.

These include Detachment rules that Thousand Sons armies can use, along with the Thousand Sons army rule – Cabal of Sorcerers – which is common to many of your units. This section also includes datasheets for Thousand Sons units; you can find out more about how to use datasheets on pages 37-38 of the Core Rules.



On the following pages you will find several **THOUSAND SONS** Detachments you can select from, as described in the Core Rules (see the Select Detachment rules step, page 56). If you are playing a Crusade battle, see the equivalent step in the Mustering a Crusade army section of the main Crusade rules. Each Detachment is a themed fighting force that focuses on one particular combat style employed by the Thousand Sons – the rules they include are as follows:

1 DETACHMENT RULE

The Detachment rule listed here will apply to either your whole army or to particular units within it. If any additional restrictions or benefits apply to a Detachment, they will be listed here. This can include units your army either must include or cannot include, as well as additional keywords some of your units may gain.

2 ENHANCEMENTS

When mustering your army, your chosen Detachment enables you to upgrade **CHARACTERS** using the Enhancements listed here, as described in the Core Rules (see the Select Units step, page 56). If you are playing a Crusade battle, you can instead use the Renowned Heroes Requisition to give your **CHARACTERS** Enhancements, as described in the main Crusade rules.

3 STRATAGEMS

Your chosen Detachment gives you access to the Stratagems listed here in addition to the Core Stratagems listed in the Core Rules. During the battle, you can spend Command points (CP) to use these Stratagems. You can find out more about how to use Stratagems on pages 41-42 of the Core Rules.

ARMY RULES

CABAL OF SORCERERS

The Thousand Sons are wreathed in the energies of the Warp. It is the gift of their sorcerous leaders to channel this power through battlefield ritual, to divine forbidden knowledge, to weave illusory magicks or to ravage their foes with empyric fire and mutation.

If your Army Faction is **THOUSAND SONS**, at the start of your Shooting phase, one or more models from your army with this ability can attempt Rituals from those listed on the right. To do so, select one model from your army with this ability that has not yet attempted a Ritual this turn and select one Ritual no model from your army has manifested this turn, then take a Psychic test for that model by following the sequence below.

PSYCHIC TEST SEQUENCE

Roll 2D6



Channel the Warp (Optional)



Then, if one or more doubles or triples were rolled during this test, that model's unit suffers D3 mortal wounds.

If that model is not destroyed, the combined total of all the dice rolled during this test is the Psychic test result. If this equals or exceeds the Warp Charge value of the Ritual being attempted, that model manifests that Ritual and you resolve its effects.



DESTINY'S RUIN (PSYCHIC)

WARP CHARGE 5

Select one enemy unit within 24" of and visible to the manifesting model. Until the end of the phase, each time a **THOUSAND SONS** model from your army makes an attack that targets that unit, re-roll a Hit roll of 1. If the Psychic test result for this Ritual was 10+, you can re-roll the Hit roll instead.

TEMPORAL SURGE (PSYCHIC)

WARP CHARGE 6

Select one friendly **THOUSAND SONS** unit that is not within Engagement Range of one or more enemy units and is within 24" of and visible to the manifesting model. That unit can make a Normal move of up to D6". If the Psychic test result for this Ritual was 10+, that unit can make a Normal move of up to 6" instead. In either case, until the end of the turn, that unit is not eligible to declare a charge.

DOOMBOLT (PSYCHIC)

WARP CHARGE 7

Select one enemy unit within 24" of and visible to the manifesting model (excluding units with the Lone Operative ability that are not part of an Attached unit and are not within 12" of the manifesting model); that unit suffers D3 mortal wounds. If the Psychic test result for this Ritual was 11+, that unit suffers D3+3 mortal wounds instead.

TWIST OF FATE (PSYCHIC)

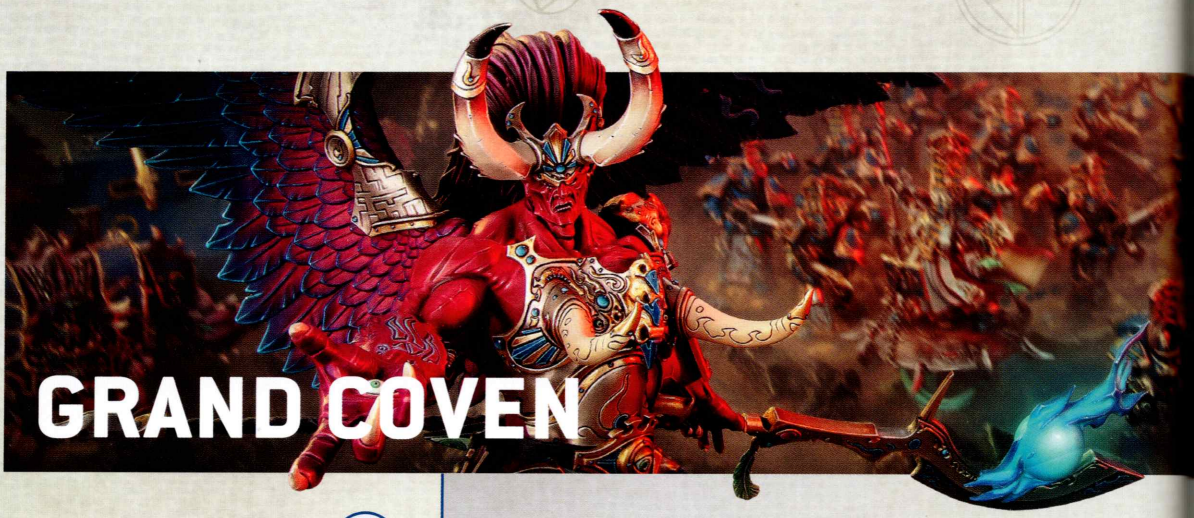
WARP CHARGE 9

Select one enemy unit within 24" of and visible to the manifesting model. Until the end of the phase, each time a **THOUSAND SONS** model from your army makes an attack that targets that unit, improve the Armour Penetration characteristic of that attack by 1. If the Psychic test result for this Ritual was 12+, improve the Armour Penetration characteristic of that attack by 2 instead.

PACT OF SORCERY

The daemons of Tzeentch are drawn through the barriers of the Warp by rituals of transmutation.

When mustering your army, unless specifically stated otherwise, you cannot select **SCINTILLATING LEGIONS** as your Army Faction.



GRAND COVEN

DETACHMENT RULE

KINDRED SORCERY

For an instant, the chanting voices of the Thousand Sons achieve eerie synchronisation. Their words of malign incantation roll out like the peal of some cursed bell amidst the Empyrean to signal the onset of the next fateful tide of ritual power.

In your Command phase, you can select one of the abilities listed below to take effect until the start of your next Command phase. You can only select each of these abilities once per battle.

Imbued Manifestation

Add 6" to the Range characteristic of ranged Psychic weapons equipped by **THOUSAND SONS** models from your army.

Psychic Maelstrom

Each time a **THOUSAND SONS** model from your army makes an attack with a Psychic weapon, add 1 to the Wound roll.

Wrath of the Immaterium

Psychic weapons equipped by **THOUSAND SONS** models from your army have the **[DEVASTATING WOUNDS]** ability.

ENHANCEMENTS

LORD OF FORBIDDEN LORE

This Sorcerer has committed many a grimoire and unholy tome to memory, giving them unparalleled knowledge of hexes, curses and destructive rites.

THOUSAND SONS model only. Each time the bearer manifests a Ritual, while resolving that Ritual, add 6" to its range.

INCANDAEUM

This staff was fashioned from the sorcerously crystallized fires of a Tzeentchian Firelord. Roiling tides of apocalyptic flame surge constantly within Incandaeum's iron-hard prison, but only through twisted incantation can they be unleashed.

EXALTED SORCERER model only. Once per battle, when selecting a Ritual for the bearer to attempt, you can select Doombolt, even if a model from your army has already manifested that Ritual this phase.

UMBRALEFIC CRYSTAL

One in command of this powerful relic – coalesced from the cursed gloom of Mangel III – can use its energies to temporarily fold space, creating a gate of sorcerous translocation through which they can step.

THOUSAND SONS model only. Once per battle, in your Command phase, if the bearer's unit is not within Engagement Range of one or more enemy units, you can remove that unit from the battlefield and place it into Strategic Reserves. In the Reinforcements step of your next Movement phase, set that unit back up anywhere on the battlefield that is more than 9" horizontally away from all enemy units.

ELDRITCH VORTEX OF E'TAPH

When the insane Magister E'taph was consumed by his own ritual, his death created a semi-sentient vortex. Many have attempted to channel its power into their spells, risking E'taph's insane gaze turning on them.

THOUSAND SONS model only. Add 1 to the Strength and Damage characteristics of Psychic weapons equipped by the bearer.

When a Grand Coven of the Thousand Sons goes to war, Warp sorcery saturates the ground and air, blistering the skin and tormenting the mind. Such occult gatherings of the Cyclops' psychic scions, bestial prophets and daemonic mages draw empyric power to them in writhing thunderheads. Coruscating wychfire leaps in crackling fingers from their outstretched staves and surges in multicoloured sheets from their gauntlets. Entrenched infantry are incinerated in vivid flame and prismatic beams core enemy battle tanks. Under the light of strange illusions, flesh and metal twist into insane new forms. Statuesque automata and the cursed shells of the Sorcerers' former battle-brothers stride beside them, unleashing storms of firepower at their masters' command as psychic nimbuses crawl over their armour. Sigil-etched battle tanks, Daemon Engines, and braying mutants shrieking praise to the Great Sorcerer complete ritual acts of murderous change, empowering the Thousand Sons' malign magicks yet further.

PSYCHIC DOMINION

GRAND COVEN – EPIC DEED STRATAGEM

1CP

To pit one's psychic prowess against the sorcerous might of the Thousand Sons is to be trapped, helpless and screaming, within one's mind.

WHEN: Any phase, just after an enemy unit has selected its targets.

TARGET: One **THOUSAND SONS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, Psychic weapons equipped by models in the attacking unit have the **[HAZARDOUS]** ability, and models in your unit have the Feel No Pain 4+ ability against Psychic Attacks.

DESTINED BY FATE

GRAND COVEN – EPIC DEED STRATAGEM

1CP

The Architect of Fate has great designs for his pawns, which do not yet include their untimely demise.

WHEN: Any phase, just after a saving throw is failed for a **THOUSAND SONS PSYKER** model from your army. If you are using fast dice rolling, this Stratagem can still be used after rolling multiple saving throws at once.

TARGET: That **PSYKER** model.

EFFECT: Change the Damage characteristic of that attack to 0. If you are using fast dice rolling, select one of those attacks you failed a saving throw for.

EGOTISTICAL POWER

GRAND COVEN – STRATEGIC PLOY STRATAGEM

1CP

Drawing on the accumulating empyric energies, one devoted to Tzeentch will willingly syphon the swelling power to fuel their selfish ploys.

WHEN: Your Command phase.

TARGET: One **THOUSAND SONS PSYKER** unit from your army.

EFFECT: Select the Imbued Manifestation, Psychic Maelstrom or Wrath of the Immaterium ability (see opposite). Until the start of your next Command phase, that ability applies to your unit instead of any other Kindred Sorcery ability, even if you have already selected that ability this battle.

DESECRATION OF WORLDS

GRAND COVEN – EPIC DEED STRATAGEM

1CP

The Sorcerers of the Thousand Sons pour their corrupting spite and contempt into the bedrock of the battlefield, tainting it with their warpcraft.

WHEN: Your Command phase.

TARGET: One **THOUSAND SONS PSYKER** unit from your army within range of an objective marker you control.

EFFECT: That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

ARCANE FOCUS

GRAND COVEN – EPIC DEED STRATAGEM

1CP

Using a locus formed from the ritually broken matter of sorcerous artefacts, a Sorcerer can infuse themselves with its power. So invigorated, their empyrically fuelled manipulations are made all the more potent.

WHEN: Your Shooting phase, just after you take a Psychic test for a **THOUSAND SONS** model from your army that Channelled the Warp (before resolving that Ritual).

TARGET: That **THOUSAND SONS** model.

EFFECT: Re-roll all of the D6 rolled for that Psychic test (including the additional D6 for Channelling the Warp).

DEVASTATING SORCERY

GRAND COVEN – BATTLE TACTIC STRATAGEM

2CP

The Thousand Sons' flesh seethes with raw sorcery. The sheer unstoppable might of their conjurations is such that little can prevent them from manifesting devastation when unleashed with destructive intent.

WHEN: Your Shooting phase.

TARGET: One **THOUSAND SONS PSYKER** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, add 9" to the Range characteristic of Psychic weapons equipped by models in your unit, and each time a model in your unit makes an attack with a Psychic weapon, you can re-roll the Hit roll and you can re-roll the Wound roll.



CHANGEHOST OF DECEIT

DETACHMENT RULE

INFERNAL PACTS

The otherworldly auras of Tzeentch's daemons and the empowering arcane sigils carried by his mortal servants wear away at the fragile skein of reality.

SCINTILLATING LEGIONS units from your army have the following the ability:

Daemonic Illusions (Aura): While a friendly **THOUSAND SONS PSYKER** unit is within 6" of and visible to this unit, models in that unit have a 4+ invulnerable save against ranged attacks.

THOUSAND SONS units from your army have the following ability:

Mortal Sorcery (Aura): While a friendly **SCINTILLATING LEGIONS PSYKER** unit is within 6" of and visible to this unit, that **SCINTILLATING LEGIONS** unit has the Cabal of Sorcerers ability.

RESTRICTIONS

You can include **SCINTILLATING LEGIONS** units in your army (pg 99-103), even though they do not have the **THOUSAND SONS** Faction keyword. The combined points cost of such units you can include in your army is:

Incursion: Up to 500 pts
Strike Force: Up to 1000 pts
Onslaught: Up to 1500 pts

No **SCINTILLATING LEGIONS** models from your army can be your **WARLORD**.

ENHANCEMENTS

NETHERSHRIEK MIND-EATER

This occultist draws upon an eldritch contract with a daemonic gheist. The entity gleefully tears into weak wills, feasts on doubts and screams its burning laughter into the recesses of its prey's meagre souls.

THOUSAND SONS or **LORD OF CHANGE** model only. At the start of your Shooting phase, select one enemy unit within 12" of and visible to the bearer. That unit must take a Battle-shock test; if that test is failed, that unit suffers 3 mortal wounds.

DIABOLIC SAVANT

By making a promise of blood and souls, this Sorcerer draws an infernal sentience near. It presses against the straining veil of reality, and from its fanged maw spill gibbered secrets of sanity-straining sorcery.

THOUSAND SONS INFANTRY model only. While the bearer is within 6" of one or more friendly **SCINTILLATING LEGIONS** units, each time the bearer Channels the Warp (pg 67), add 1 to the Psychic test result.

DUPLICITOUS MALEDICTION

This magisterial deceiver is capable of weaving bewitching illusions across entire battlefronts, hiding their true strength behind twisted falsehoods.

THOUSAND SONS or **LORD OF CHANGE** model only. After both players have deployed their armies, select up to three **THOUSAND SONS** units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

TOME OF TRUE NAMES

Stolen from Imperial daemonhunters and added to over millennia, this dangerous tome can compel a host of empyric entities to shield the bearer in extremis. Once uttered, however, the names vanish.

THOUSAND SONS INFANTRY model only. Once per battle, at the start of any phase, the bearer can use this Enhancement. If it does, until the end of the phase, the bearer has a 2+ invulnerable save.



When the cackling daemons of Tzeentch burn their way into realspace alongside the Thousand Sons, reality splinters into a myriad of mirrored falsehoods. Changehosts of Deceit attack amidst roiling illusions that twist their doomed enemies' perceptions. Eye-watering veils of sorcery ripple over the battlefield, blurring the foe's vision and tricking targeting reticules. Waking dreams invade the minds of tank crews until they claw at each other in madness, while others lure enemies along fey-lit paths into ambush. Amidst the insanity, gangle-armed Horrors caper around squads of Rubric Marines, flinging spitting bolts of iridescent warpfire into their perplexed foes while gabbling incantations. Shoals of soul-hungry Screamers are followed as portents of nearby prey by hunting herds of Tzaangors, while other daemons vanish in brimstone bursts only to claw their way back out of the Warp behind their foes. Any enemy attempting to rationalise the anarchic devastation soon finds their ploys and sanity unravelling.

SULPHUROUS VEIL

CHANGEHOST OF DECEIT – BATTLE TACTIC STRATAGEM

Gouts of choking brimstone or arcane smog seeping from the Warp are exploited to confound the foe.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

1CP

TARGET: One **THOUSAND SONS** or **SCINTILLATING LEGIONS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.

DECEPTIVE GLAMOUR

CHANGEHOST OF DECEIT – STRATEGIC PLOY STRATAGEM

Tendrils of phantasmal sorcery are sent to invade the minds of the Thousand Sons' foes, magnifying the infernal threat until it eclipses all others in a kaleidoscope of insanity.

2CP

WHEN: Start of the Fight phase.

TARGET: One **THOUSAND SONS** unit from your army.

EFFECT: Until the end of the phase, each time an enemy model within Engagement Range of your unit selects targets for its attacks, it can only target your unit if there are no eligible **SCINTILLATING LEGIONS** targets for those attacks.

ETHEREAL PHANTASM

CHANGEHOST OF DECEIT – STRATEGIC PLOY STRATAGEM

Semi-sentient doppelgangers stalk the battlefield, bewildering attempts to target the daemonic spawn.

1CP

WHEN: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

TARGET: One **SCINTILLATING LEGIONS** unit from your army that is within 9" of that enemy unit and not within Engagement Range of one or more enemy units.

EFFECT: Your unit can make a Normal move of up to D6", or a Normal move of up to 6" instead if it is wholly within 6" of one or more friendly **THOUSAND SONS** units.

FRACTAL DISJUNCTION

CHANGEHOST OF DECEIT – STRATEGIC PLOY STRATAGEM

Tzeentchian daemons can twist perceptions until they seem no longer there, bending light and dissipating technological targeting scans in a dizzying, fractal puzzle.

1CP

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **SCINTILLATING LEGIONS** unit from your army (excluding **MONSTERS**) that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, your unit can only be selected as the target of a ranged attack if the attacking model is within 18".

CHRONOSORCEROUS BLEED

CHANGEHOST OF DECEIT – STRATEGIC PLOY STRATAGEM

By sacrificing minute slivers of the oncoming foes' lives, time can be bled into the Warp, stretching perceptions and causing sudden exhaustion.

1CP

WHEN: Your opponent's Charge phase, just after an enemy unit has declared a charge.

TARGET: One **THOUSAND SONS PSYKER** or **SCINTILLATING LEGIONS** unit from your army that was selected as a target of that charge.

EFFECT: Until the end of the phase, subtract 2 from Charge rolls made for that enemy unit (this is not cumulative with any other negative modifiers to that Charge roll).

GLIMMERSHIFT PORTAL

CHANGEHOST OF DECEIT – STRATEGIC PLOY STRATAGEM

Weaving a spell of splintering translocation, Tzeentch's daemons can prise open an unnatural pathway through the Warp.

1CP

WHEN: End of your opponent's Fight phase.

TARGET: Up to two **SCINTILLATING LEGIONS** units from your army (excluding **MONSTERS**), or one **SCINTILLATING LEGIONS MONSTER** unit from your army, if all of those units are more than 3" horizontally away from all enemy units.

EFFECT: Remove those units from the battlefield and place them into Strategic Reserves.



WARPMELD PACT

DETACHMENT RULE

WARPMELD SACRIFICE

The flesh and bone of Tzeentch's malleable servants flow like molten wax when his mutative power is invoked in ritual pleas. Some, such as the devoted Tzaangors, willingly make such requests, while more mindless abominations have their pact made for them by their callous masters. No boon is without its price, however. Some suffer changes so rapid that they burst apart, are absorbed by heaving mounds that were once allies or reduced to mewling piles of bubbling flesh.

Each time an enemy unit is selected to shoot or fight and one or more **TZEENTCH MUTANT** units from your army are selected as a target of one or more of those attacks, each of those **TZEENTCH MUTANT** units can make a Warpmeld Sacrifice. If it does, that **TZEENTCH MUTANT** unit suffers D3 mortal wounds and until the end of the phase, each time an attack targets that unit, subtract 1 from the Wound roll.

Each time a **TZEENTCH MUTANT** unit from your army is selected to shoot or fight, before selecting its targets, that unit can make a Warpmeld Sacrifice. If it does, that unit suffers D3 mortal wounds and until the end of the phase, each time a model in that unit makes an attack, add 1 to the Wound roll.

KEYWORDS

TZAANGORS units from your army have the **BATTLELINE** keyword, and while such a unit is not Battle-shocked, add 1 to the Objective Control characteristic of **TZAANGOR** models in that unit.

ENHANCEMENTS

WARPMELD DAGGER

Sacrifice is ever at the route of infernal power, even better when bought with the grossest of betrayal.

TZAANGOR SHAMAN model only. Each time the bearer attempts a Ritual, just before determining the Psychic test result, the bearer can use this Enhancement. If it does, the bearer suffers D3 mortal wounds; if it is not destroyed as a result, add 1 to that Psychic test result for each of those mortal wounds suffered.

DIAMOND OF DISTORTION

This precious gem is infused with a strange energy that distorts reality around the bearer, making them all but impossible to strike.

TZAANGOR SHAMAN model only. While the bearer is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll.

BRAY LORD

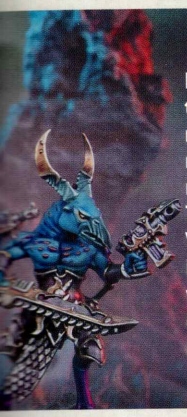
There are those amongst Magnus' gene-sons that revel in dominating the twisted mutants of Sortiarius, setting themselves up as demigods over their shrieking flocks.

SORCERER or **INFERNAL MASTER** model only. The bearer has the Scouts 6" ability. During the Declare Battle Formations step, the bearer can be attached to a **TZAANGORS** unit.

FLOWING FLESH

This prophet is favoured by the transmutative boon of Tzeentch's fell mutations, their body a rippling vessel of constantly reforming flesh and sinew, feather and bone.

TZAANGOR SHAMAN model only. The bearer has the Feel No Pain 4+ ability and a Wounds characteristic of 5.



For the leaders of some thrallbands, the drive to effect excruciating and repeated change upon their staid enemies is an obsession. Whether correcting what they see as realspace's imperfect reflection of the Warp, spreading mutation as a form of devotion to Tzeentch or earthing corrupting magicks into the foe to stave off their flesh-change, these Warp mages use their sorcery to mould matter to their capricious whims. The Warpmeld Pacts they lead often amass large warherds of Tzaangor beastmen whose Shaman leaders they arrogantly hurl them towards their foes. Mutalith Vortex Beasts lumber forward as line breakers, radiating mutating energies that shatter gun lines, breaches that are then exploited by spearheads of Rubricae and loping Daemon Engines. Amidst waves of mutative magic, the most twisted of the Warpmeld Pact's servants ripple with rapid change. Wounds reknit or broaden into leering grins; skin thickens into feathered scales, and newly sprouted pseudopods claw at enemies whose hopes of a clean death swiftly vanish.

GIFT OF CHANGE

WARPMELD PACT – EPIC DEED STRATAGEM

1CP

For those already saturated by the coursing power of the Warp, even death is no barrier to change.

WHEN: Any phase.

TARGET: One **THOUSAND SONS CHARACTER** model from your army (excluding **MONSTERS**) that was just destroyed. You can use this Stratagem on that model even though it was just destroyed.

EFFECT: At the end of the phase, add one **TZEENTCH CHAOS SPAWN** unit containing one model to your army, and set it up as close as possible to where your model was destroyed and not within Engagement Range of one or more enemy units.

RESTRICTIONS: You can only use this Stratagem once per battle round.

WARPED VICISSITUDE

WARPMELD PACT – STRATEGIC PLOY STRATAGEM

1CP

With a shrieked plea to Tzeentch, mutant flesh can flicker between insubstantial states as if not there.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **TZAANGORS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, models in your unit have a 4+ invulnerable save.

DERANGED FEROCITY

WARPMELD PACT – STRATEGIC PLOY STRATAGEM

1CP

With insane, bestial ferocity is true change wrought.

WHEN: Fight phase, just after a **TZEENTCH MUTANT** unit from your army is selected to fight.

TARGET: That **TZEENTCH MUTANT** unit.

EFFECT: Until the end of the phase, each time a model in your unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3", and when determining which models in it are eligible to fight, any models in it that are within 3" of one or more enemy models are eligible to fight. When resolving those attacks, such models can target one of those enemy units that is within 3" of them and within Engagement Range of their unit.

BLESSED TRANSMUTATIONS

WARPMELD PACT – STRATEGIC PLOY STRATAGEM

1CP

When Tzeentchian magicks wax strong, spirit and flesh are yoked again and again in service to the Great Sorcerer.

WHEN: Your Command phase.

TARGET: One **THOUSAND SONS PSYKER** model from your army, and one friendly **TZAANGORS** unit that is below its Starting Strength and within 12" of that **PSYKER** model.

EFFECT: Return up to D3+1 destroyed models (excluding **CHARACTERS**) to your **TZAANGORS** unit.

TOUCHED BY TZEENTCH

WARPMELD PACT – STRATEGIC PLOY STRATAGEM

1CP

The mutagenic vitality flowing through the Thousand Sons' twisted thralls can manifest in flickering bursts of supernatural speed.

WHEN: Start of your Movement phase.

TARGET: One **TZEENTCH MUTANT** unit from your army.

EFFECT: Until the end of the turn, your unit is eligible to shoot or declare a charge in a turn in which it Advanced.

TWISTED MIRAGE

WARPMELD PACT – STRATEGIC PLOY STRATAGEM

1CP

The very flesh of a Warpmeld Pact's mutant abominations radiates a reality-twisting aura. They may appear in one place to their foes, but things are not always as they seem.

WHEN: Reinforcements step of your Movement phase.

TARGET: One **TZEENTCH MUTANT** unit from your army that is arriving from Strategic Reserves this phase.

EFFECT: Your unit can be set up anywhere on the battlefield that is more than 3" horizontally away from all enemy units, or anywhere on the battlefield that is more than 9" horizontally away from all enemy units if it is a **MONSTER** unit. In either case, until the end of the turn, it is not eligible to declare a charge.



RUBRICAE PHALANX

DETACHMENT RULE

ALL IS DUST

When gathered in significant numbers, empyric eddies gust around the eerily silent Rubricae, reinforcing the sorcerous shackles that bind their spirits to their armour. So empowered, the Thousand Sons' battle-brothers become nigh invulnerable. The rune-etched sarcophagus of their battle plate must be hacked apart piece by piece before the unquiet spirit within submits.

Each time an attack with an unmodified Damage characteristic of 1 is allocated to a **RUBRICAE** model from your army, add 1 to any armour saving throw made against that attack.

ENHANCEMENTS

RISEN RUBRICAE

A plan decades in the making comes to fruition as hidden, silent Rubricae emerge at a fateful hour to deliver the killing blow.

THOUSAND SONS model only. At the start of the Declare Battle Formations step, select either two **RUBRICAE BATTLELINE** units from your army or one other **RUBRICAE** unit from your army; models in the selected units have the Infiltrators ability.

ARCANE THRALLS (AURA)

This Warp mage has unearthed eldritch lore by which they have mastered the means to tether the Legion's former warriors to their will with an unbreakable leash of raw sorcery.

THOUSAND SONS model only. While a friendly **RUBRICAE** unit is within 9" of the bearer, you can re-roll Battle-shock tests taken for that unit.

LORD OF THE RUBRICAE

This champion draws power from the Immaterium and channels it into his Rubricae to enhance their might.

THOUSAND SONS model only. While the bearer is leading a unit, each time a **RUBRICAE** model in that unit makes an attack, add 1 to the Hit roll.

STAVE ABOMINUS

This stave is a compressed and runically imprisoned Warp rift given physical form. Every blow struck with it allows clamouring tentacular horrors to lash out from beyond the veil, their ethereal fangs and lashing pseudopods wreaking bloody havoc.

THOUSAND SONS INFANTRY model only. The bearer's melee weapons have the **[SUSTAINED HITS D3]** and **[DEVASTATING WOUNDS]** abilities.

There is no mercy in the hollow-eyed stares of the Thousand Sons' warriors. To face one of these unholy, haunted figures is to feel the chill grasp of certain doom upon one's soul. As an army of eldritch automatons, a Rubricae Phalanx is a terrifying immortal mechanism, its every interlocking segment fulfilling its role within the labyrinthine schemes of its sorcerous masters. The Rubricae are expertly wielded by Magnus' scions, serving as unwavering anvils, in crushing vanguard strikes and circuitous ambushes. These armoured warriors advance in thudding lockstep, the beat of their heavy tread a deathly rhythm of impending execution that comes from all sides. Cursed weapons are raised at a silent command, a blistering salvo of ensorcelled bolts hammering out to send transmorphic flame billowing in all directions. Enemies reduced to glittering ash are ground underfoot. As the Rubricae crash into the survivors, their spirits draw upon ancient skills of conquest to crush the foe, their rune-carved armour blazing with victory.

ARDENT AUTOMATA

1CP

RUBRICAE PHALANX – STRATEGIC PLOY STRATAGEM

The martial discipline once known amongst the Legion's fellowships has been pared back and twisted until it is another means of control, one which the Rubricae's masters use to wrong-foot their foes with sudden changes of tactics.

WHEN: Your Movement phase, just after a **RUBRICAE** unit from your army Falls Back.

TARGET: That **RUBRICAE** unit.

EFFECT: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

INEXORABLE ADVANCE

1CP

RUBRICAE PHALANX – STRATEGIC PLOY STRATAGEM

The warriors of the Thousand Sons can be driven on relentlessly while laying down a hail of weapons fire. They know no fatigue nor weakness, unable to falter even if they wished to.

WHEN: Your Movement phase.

TARGET: One **RUBRICAE** unit from your army.

EFFECT: Until the end of the turn, your unit can ignore any or all modifiers to its Move characteristic and to Advance rolls made for it, and ranged weapons equipped by models in your unit have the **[ASSAULT]** ability.

INFERNAL FUSILLADE

2CP

RUBRICAE PHALANX – WARGEAR STRATAGEM

Arcane invocations imbue the Thousand Sons' weapons with sorcerous power, rendering them still more lethal to the foe.

WHEN: Your Shooting phase.

TARGET: One **THOUSAND SONS PSYKER** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, all inferno bolt pistols, inferno boltguns, inferno combi-bolters and inferno combi-weapons equipped by models in your unit have the **[PSYCHIC]** ability and a Strength characteristic of 5.

REVENGE OF THE RUBRICAE

1CP

RUBRICAE PHALANX – STRATEGIC PLOY STRATAGEM

Magnus' psychic scions are as vindictive as their Daemon Primarch. Many weave arcane curses and runes of spite into the eldritch armour of their guardians. Should they fall, their Rubricae unleash a vengeful doom upon the executioners.

WHEN: Your opponent's Shooting phase, just after a **THOUSAND SONS PSYKER** model from your army is destroyed.

TARGET: One **RUBRICAE** unit from your army that was within 6" of that **PSYKER** model when it was destroyed.

EFFECT: After the attacking unit has shot, your **RUBRICAE** unit can shoot as if it were your Shooting phase, but when resolving those attacks it can only target the enemy unit that just destroyed your **PSYKER** model (and only if it is an eligible target).

IMPLACABLE GUARDIANS

2CP

RUBRICAE PHALANX – STRATEGIC PLOY STRATAGEM

The Rubricae are superlative, enduring guardians who can absorb great storms of fire if it means shielding their masters.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **RUBRIC MARINES PSYKER** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack is allocated to a model in your unit (excluding **PSYKER** models), subtract 1 from the Damage characteristic of that attack.

UNWAVERING PHALANX

1CP

RUBRICAE PHALANX – BATTLE TACTIC STRATAGEM

Massed in an unyielding wall of sorcerous ceramite, the sheer unnatural resilience of the Thousand Sons can withstand the most vicious assault.

WHEN: Your opponent's Charge phase, just after an enemy unit ends a Charge move.

TARGET: One **RUBRIC MARINES** unit from your army within Engagement Range of that enemy unit.

EFFECT: Until the end of the turn, each time an attack targets your unit, subtract 1 from the Wound roll.



WARPFORGED CABAL

DETACHMENT RULE

WARPFIRE INFUSION

To the Sorcerers of Warpforged Cabals, logic cores and data-wafers, plasma cells and advanced augurs are merely matter, as subservient to their will as flesh and spirit is to others. They infuse dangerous eldritch protocols into the war engines under their command, pouring raw Warp magic into shell casings or capturing malevolent sprites within targeting cogitators, magnifying their vehicles' power. Such battle tanks and combat walkers seem to throb with barely contained sorcery, and their greater danger is apparent to those with empyric senses.

Each time a **THOUSAND SONS VEHICLE** unit from your army is selected to shoot or fight, apply one of the following when resolving those attacks:

- If that **VEHICLE** unit is within 6" of one or more friendly **THOUSAND SONS PSYKER** models, you can re-roll one Hit roll, one Wound roll and one Damage roll.
- Otherwise, you can re-roll one Hit roll, one Wound roll or one Damage roll.

Each time a **THOUSAND SONS VEHICLE** model from your army with the Deadly Demise ability is destroyed while it is within 6" of one or more friendly **THOUSAND SONS PSYKER** models, that model's Deadly Demise ability inflicts mortal wounds on a D6 roll of 5+ instead of only a 6.

ENHANCEMENTS

WARP SYPHON

This Sorcerer greedily digs into the occult ley lines that thread a cabal's war engines, redirecting unwelcome surges of empyric overflow into the vehicles' structure.

THOUSAND SONS model only. While the bearer is within 6" of one or more friendly **THOUSAND SONS VEHICLE** units, each time the bearer Channels the Warp (pg 67), after you roll that additional D6 but before checking for doubles or triples, the bearer can use this Enhancement. If it does, select one of those **VEHICLE** units; that **VEHICLE** unit suffers 1 mortal wound and you can re-roll that additional D6.

PERPLEXING CLOAK

Woven from fibres pulled from mind impulse units while their owners are still alive, this cloak is a ritual interface between the biological and the mechanical, masking the wearer in the shadow of their iron wards.

THOUSAND SONS INFANTRY model only. While the bearer is within 3" of one or more friendly **THOUSAND SONS VEHICLE** units, the bearer has the Lone Operative ability.

BIOMECHANICAL MUTATION

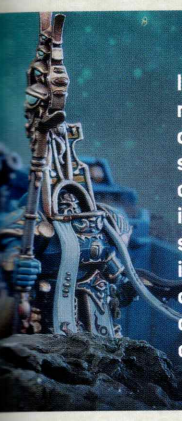
The war engines of the Thousand Sons seethe with Warp energies, power that this adept of eldritch metallurgy can manipulate to cause their sundered hulls to flow and reseal like wax.

THOUSAND SONS model only. In your Command phase, you can select one friendly **THOUSAND SONS VEHICLE** model within 6" of this model. That model regains up to D3 lost wounds.

WARP-CURSED RUNEMASTER

This malefic ritualist draws upon the power coiled within baleful runes applied to the thrallband's armoured assets, bleeding them for empyric energy.

THOUSAND SONS model only. While the bearer is within 6" of one or more friendly **THOUSAND SONS VEHICLE** units, each time the bearer manifests a Ritual, while resolving that Ritual, add 6" to its range.



Infused with arcane power, their engines growling with occult rhythms, the massed armoured might of a Warpforged Cabal crackles with barely containable empyric energies. Spearheads of rune-carved battle tanks surge along invisible ley lines, absorbing magical potential into sacrificial fetishes as they blast the foe with cannonades of tainted shells. Daemon Engines clamber over the enemy's desperate barricades to reach their prey, reaching out with eager iron claws, while others soar through sorcery-wracked skies, their contrails burning arcane sigils into the air. Shimmering clouds of phantasms part to reveal the forms of Sekhetar Robots in the enemy's midst, any panicked return fire pattering from empyric wards. Amidst the destruction, the Cabal's Warp mages use their web of empowered war engines as reservoirs of sorcery, vampirically tapping their overloaded runes to cast psychic rituals of ever greater catastrophic power.

HEX-MARKED ARMOUR

WARPFORGED CABAL – BATTLE TACTIC STRATAGEM

Amorphous runes and sigils carved into the armoured flanks of the Cabal's war engines flare with unholy power, leaching the foe's attacks of strength.

1CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **THOUSAND SONS VEHICLE** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

MUTATE LANDSCAPE

WARPFORGED CABAL – EPIC DEED STRATAGEM

Where the Warpforged Cabals spread their malignant change, the terrain erupts in uncontrolled mutation or transmogrifies into hazardous forms.

1CP

WHEN: Your Command phase.

TARGET: One **THOUSAND SONS PSYKER** unit from your army within range of an objective marker you control.

EFFECT: That objective marker is mutated, and remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase. While an objective marker is mutated and under your control, each time an enemy unit ends a Normal, Advance, Fall Back or Charge move within range of that objective marker, roll one D6: on a 4+, that enemy unit suffers D3 mortal wounds.

CYBERSPIRIT MACHINATIONS

WARPFORGED CABAL – STRATEGIC PLOY STRATAGEM

Technoshamanic rites can briefly possess a vehicle's logic-cores, shackling its mechanisms to a new lore.

1CP

WHEN: Your Movement phase, just after a **THOUSAND SONS VEHICLE** unit from your army Falls Back.

TARGET: That **VEHICLE** unit, and one friendly **THOUSAND SONS PSYKER** unit within 6" of that **VEHICLE** unit.

EFFECT: Until the end of the turn, your **VEHICLE** unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

MALEVOLENT ANIMUS

WARPFORGED CABAL – EPIC DEED STRATAGEM

Whether a corrupted machine spirit or a cackling possessor daemon, the core animus of many Thousand Sons war engines seethe with a malignity that sees them unerringly strike out at prey even when critical systems are compromised.

1CP

WHEN: Your Command phase.

TARGET: One **THOUSAND SONS VEHICLE** unit from your army within 6" of one or more friendly **THOUSAND SONS PSYKER** units.

EFFECT: Until the start of your next Command phase, your **VEHICLE** unit is malevolent. While a unit is malevolent, it can ignore any or all modifiers to the following: the profile characteristics of its models; the Weapon Skill and Ballistic Skill characteristics of weapons equipped by its models; any roll or test made for it (excluding modifiers to saving throws).

ENSORCELLED INFUSION

WARPFORGED CABAL – BATTLE TACTIC STRATAGEM

Utilising the fell powers of the Warp, Thousand Sons Sorcerers infuse vehicles with empyric energies to render them even deadlier.

1CP

WHEN: Your Shooting phase.

TARGET: One **THOUSAND SONS VEHICLE** unit from your army within 6" of one or more friendly **THOUSAND SONS PSYKER** units.

EFFECT: Until the end of the phase, ranged weapons equipped by **VEHICLE** models in your unit have the **[PSYCHIC]** ability and each time an attack is made with such a weapon, add 1 to the Wound roll.

WARPFLAME GARGOYLES

WARPFORGED CABAL – WARGEAR STRATAGEM

On the hulls of vehicles swollen with the power of Tzeentch, gnashing maws open to spew warpfire over those nearby.

1CP

WHEN: Your opponent's Charge phase, just after an enemy unit ends a Charge move.

TARGET: One **THOUSAND SONS VEHICLE** unit from your army within Engagement Range of that enemy unit.

EFFECT: Roll six D6: for each 5+, that enemy unit suffers 1 mortal wound. That enemy unit must then take a Battle-shock test.



Datasheets

'Every abomination is a creation of Tzeentch, a twisted monstrosity, the progeny of the Changer of the Ways. If I could, I would devour their thoughts all, that I too might know the horror of their existence. But for me, there is a different fate.'

– Hasophet, Magister of the Mind-Eaters



MAGNUS THE RED

M	T	SV	W	LD	OC
14"	11	2+	16	5+	6

4+ INVULNERABLE SAVE

None dare meet the one-eyed gaze of the Crimson King. He is a nexus of sorcerous energies, a sentient confluence of fate and magic bound within the shimmering flesh of a daemonic demigod. Magnus unleashes his magicks in an unstoppable tempest, and the luckiest of his victims are those who die swiftly.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Gaze of Magnus [DEVASTATING WOUNDS, PSYCHIC]	24"	3D3	2+	11	-2	3
Tzeentch's Firestorm [BLAST, IGNORES COVER, PSYCHIC]	24"	D6+3	2+	6	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Blade of Magnus – strike [DEVASTATING WOUNDS, PSYCHIC]	Melee	7	2+	16	-3	3
Blade of Magnus – sweep [PSYCHIC]	Melee	14	2+	8	-1	2

CRIMSON KING

Impossible Form (Psychic): Each time an attack is made against this **PSYKER** (excluding Psychic Attacks), subtract 1 from the Damage characteristic of that attack.

Treason of Tzeentch (Psychic): At the start of your opponent's Shooting phase, select one enemy unit within 24" of this **PSYKER**. Until the end of the phase, ranged weapons equipped by models in that unit have the **[HAZARDOUS]** ability.

Time Flux (Aura, Psychic): While a friendly **THOUSAND SONS** unit is within 6" of this **PSYKER**, add 2" to the Move characteristic of models in that unit.

SUPREME COMMANDER

If this model is in your army, it must be your **WARLORD**.

ABILITIES

CORE: **Deadly Demise D6, Deep Strike**

FACTION: **Cabal of Sorcerers**

Unearthly Power: At the start of the battle round, select one of the abilities in the Crimson King section (see left). Until the start of the next battle round, this model has that ability.

Lord of the Planet of the Sorcerers (Psychic): This model can attempt up to two Rituals per turn instead of one, and each time this model attempts a Ritual, add 2 to the Psychic test result.

DAMAGED: 1-6 WOUNDS REMAINING

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Magnus the Red – EPIC HERO**

This model is equipped with: Gaze of Magnus; Tzeentch's Firestorm; blade of Magnus.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **MONSTER, CHARACTER, EPIC HERO, FLY, DAEMON, PRIMARCH, PSYKER, CHAOS, TZEENTCH, MAGNUS THE RED**

FACTION KEYWORDS: **THOUSAND SONS**



AHRIMAN

M	T	SV	W	LD	OC
10"	4	3+	6	6+	2

4+ INVULNERABLE SAVE



Ahriman fights with singular focus and frightening determination. At range, he unleashes storms of psychic fury that transmogrify, mutate and erase from existence all who stand before him. Swooping low upon his Disc of Tzeentch, the Arch-Sorcerer strikes down anyone who survives with his terrifying Black Staff.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Inferno bolt pistol [PISTOL]	12"	1	2+	4	-1	1
Transmogrifying Blast [BLAST, PSYCHIC]	18"	D6+1	2+	6	-1	D3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Black Staff of Ahriman [PSYCHIC]	Melee	5	2+	7	-1	3

LEADER

This model can be attached to the following units: **Rubric Marines, Tzaangor Enlightened**

ABILITIES

CORE: **Leader**

FACTION: **Cabal of Sorcerers**

Scryer of Fates (Psychic): If your army includes this model, after both players have deployed their armies, you can select up to three **Thousand Sons** units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

Arch-Sorcerer of Tzeentch (Psychic): Each time this model attempts a Ritual, add 1 to the Psychic test result.

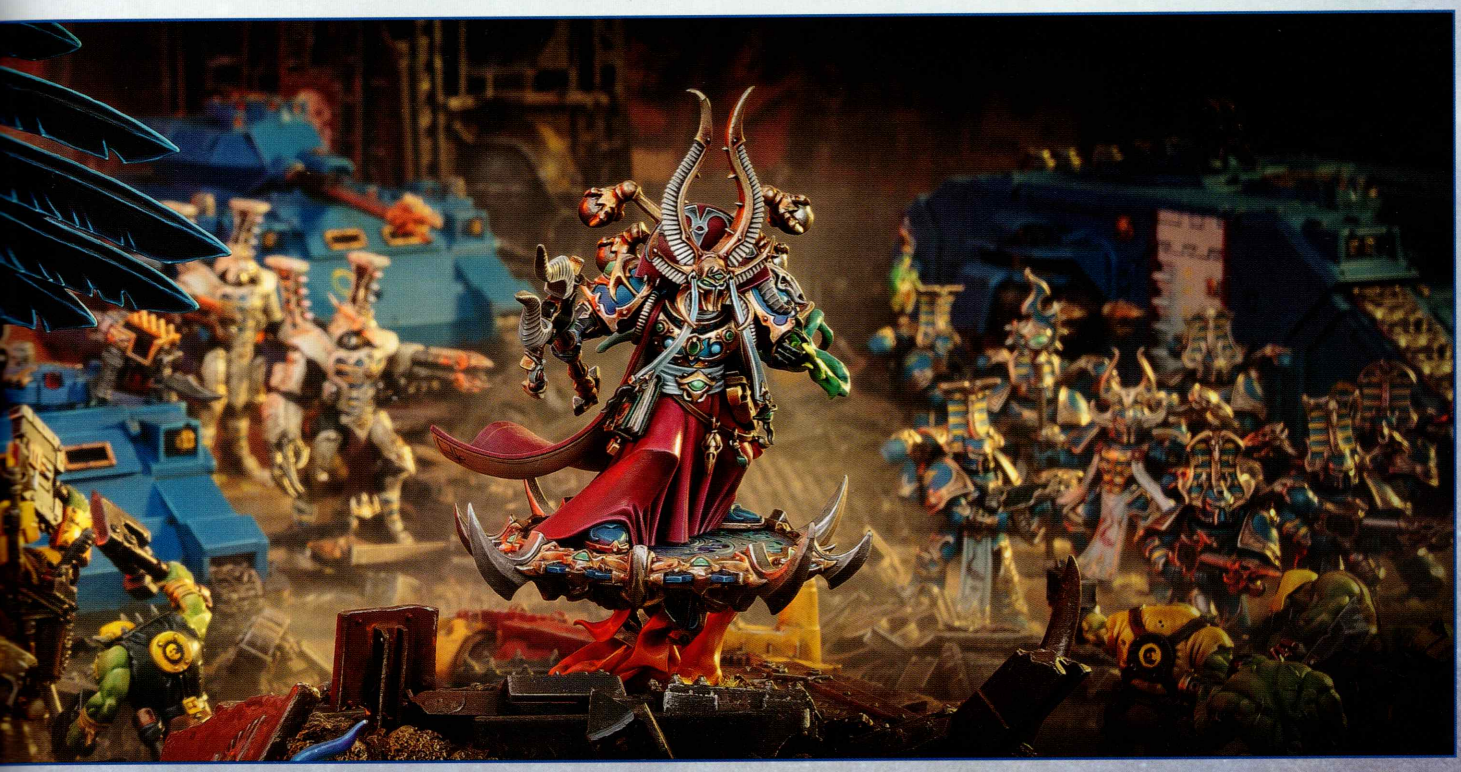
UNIT COMPOSITION

- **1 Ahriman – Epic Hero**

This model is equipped with: inferno bolt pistol; Transmogrifying Blast; Black Staff of Ahriman.

KEYWORDS: **Infantry, Mounted, Character, Epic Hero, Fly, Psyker, Chaos, Tzeentch, Ahriman**

FACTION KEYWORDS: **Thousand Sons**





INFERNAL MASTER

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1

5+ INVULNERABLE SAVE

Infernal Masters forge pacts with daemonic entities, euphemistically called tutelaries. Upon the battlefield, they can unleash the powers of these malign familiars to engulf their foes in swarms of momentarily corporeal terrors, to divine whispers of the future or to master the currents of the Empyrean itself.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Inferno bolt pistol	12"	1	2+	4	-1	1
Fires of the Abyss – witchfire [PSYCHIC, TORRENT]	18"	D6	N/A	6	-2	1
Fires of the Abyss – focused witchfire [HAZARDOUS, PSYCHIC, TORRENT]	18"	2D6	N/A	6	-2	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Force weapon [PSYCHIC]	Melee	4	3+	6	-1	D3

LEADER

This model can be attached to the following unit: **Rubric Marines**

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Leader**

FACTION: **Cabal of Sorcerers**

Malefic Maelstrom (Psychic): While this model is leading a unit, weapons equipped by models in that unit have the **[SUSTAINED HITS 1]** ability.

Glimpse of Eternity (Psychic): Once per turn, you can change the result of one Hit roll, one Wound roll or one saving throw made for this model to an unmodified 6.

UNIT COMPOSITION

- **1 Infernal Master**

This model is equipped with: inferno bolt pistol; Fires of the Abyss; force weapon.

KEYWORDS: **Infantry, Character, Grenades, Psyker, Chaos, Tzeentch, Infernal Master**

FACTION KEYWORDS: **Thousand Sons**



SORCERER

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1

5+ INVULNERABLE SAVE

The Sorcerers of the Thousand Sons direct the ranks of Rubricae in battle. All the while, they wield their twisted sorceries to wrack the foe with rampant mutation, unleash unnatural firestorms upon the enemy or veil their warriors behind flickering illusions, protected throughout by the fickle favour of Tzeentch.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Inferno bolt pistol [PISTOL]	12"	1	3+	4	-1	1
Pandaemonic Delusion [PSYCHIC, SUSTAINED HITS 3]	24"	6	3+	5	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Force weapon [PSYCHIC]	Melee	4	3+	6	-1	D3
Prosperine khopesh	Melee	3	3+	5	-2	2

WARGEAR OPTIONS

- This model can be equipped with 1 Prosperine khopesh.

LEADER

This model can be attached to the following unit: **Rubric Marines**

ABILITIES

CORE: **Leader**

FACTION: **Cabal of Sorcerers**

Empyric Guidance (Psychic): While this model is leading a unit, weapons equipped by models in that unit have the **[LETHAL HITS]** ability.

Twisted Sorceries (Psychic): Once per battle, in your Shooting phase or the Fight phase, this model can use this ability. If it does, until the end of the phase, improve the Strength and Attacks characteristics of Psychic weapons equipped by this model by 3.

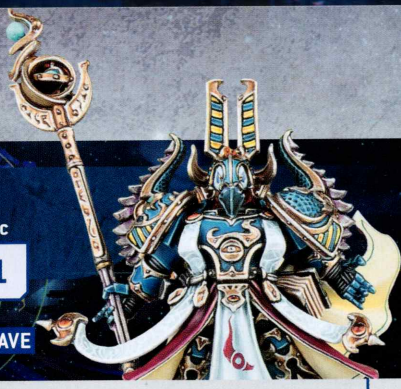
UNIT COMPOSITION

- **1 Sorcerer**

This model is equipped with: inferno bolt pistol; Pandaemonic Delusion; force weapon.

KEYWORDS: **Infantry, Character, Psyker, Grenades, Chaos, Tzeentch, Sorcerer**

FACTION KEYWORDS: **Thousand Sons**



EXALTED SORCERER

M	T	SV	W	LD	OC
6"	4	3+	5	6+	1

4+ INVULNERABLE SAVE

Greatest amongst Magnus' lieutenants, each Exalted Sorcerer embodies forbidden power and monstrous ambition. From the soul-burning detonations of their pistols' cursed shells to the unfettered might of their sorcery and the shimmering shields cast by their corrupt sigils of Tzeentch, they are terrifyingly powerful warriors.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Astral Blast [BLAST, DEVASTATING WOUNDS, PSYCHIC]	18"	D6	2+	6	-2	D3
Inferno bolt pistol [PISTOL]	12"	1	2+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Force weapon [PSYCHIC]	Melee	5	2+	6	-1	D3
Prosperine khopesh	Melee	4	2+	5	-2	2

WARGEAR OPTIONS

- This model can be equipped with 1 Prosperine khopesh.

LEADER

This model can be attached to the following unit: **Rubric Marines**

ABILITIES

CORE: **Leader**

FACTION: **Cabal of Sorcerers**

Arcane Shield (Psychic): While this model is leading a unit, models in that unit have a 4+ invulnerable save.

Rebind Rubricae (Psychic): In your Command phase, if this model is leading a unit, you can roll one D6: on a 1, that unit suffers D3 mortal wounds; on a 2-5, you can return 1 destroyed Bodyguard model to that unit; on a 6, you can return up to 2 destroyed Bodyguard models to that unit.

UNIT COMPOSITION

- **1 Exalted Sorcerer**

This model is equipped with: Astral Blast; inferno bolt pistol; force weapon.

KEYWORDS: **Infantry, Character, Grenades, Psyker, Chaos, Tzeentch, Exalted Sorcerer**

FACTION KEYWORDS: **Thousand Sons**



EXALTED SORCERER *ON DISC OF TZEENTCH*

M	T	SV	W	LD	OC
10"	4	3+	6	6+	2

4+ INVULNERABLE SAVE

Only the greatest wielders of esoteric power are said to be granted one of Tzeentch's daemonic steeds. Exalted Sorcerers ride these daemonic Discs on plumes of arcane flame while they manipulate coruscating energy in twisting firestorms.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Arcane Fire [IGNORES COVER, PSYCHIC, TORRENT]	18"	D6	N/A	6	-2	D3
Inferno bolt pistol [PISTOL]	12"	1	2+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Force weapon [PSYCHIC]	Melee	5	2+	6	-1	D3
Prosperine khopesh	Melee	4	2+	5	-2	2

WARGEAR OPTIONS

- This model can be equipped with 1 Prosperine khopesh.

LEADER

This model can be attached to the following units: **Rubric Marines, Tzaangor Enlightened**

ABILITIES

CORE: **Leader**

FACTION: **Cabal of Sorcerers**

Illusions of Tzeentch (Psychic): While this model is leading a unit, that unit can only be selected as the target of a ranged attack if the attacking model is within 18".

Binding Tendrils (Psychic): In your Shooting phase, after this model has shot, select one enemy **Infantry** unit hit by one or more of those attacks made with Arcane Fire. Until the start of your next turn, that unit is ensnared. While a unit is ensnared, subtract 2" from its Move characteristic and subtract 2 from Charge rolls made for it.

UNIT COMPOSITION

- **1 Exalted Sorcerer**

This model is equipped with: Arcane Fire; inferno bolt pistol; force weapon.

KEYWORDS: **Infantry, Mounted, Character, Fly, Grenades, Psyker, Chaos, Tzeentch, Exalted Sorcerer**

FACTION KEYWORDS: **Thousand Sons**

DAEMON PRINCE OF TZEENTCH



M	T	SV	W	LD	OC
9"	10	2+	10	6+	3

4+ INVULNERABLE SAVE

The Daemon Princes of the Thousand Sons are potent sorcerers and monstrous warriors, terrifying in their martial might. Moreover, their mere presence bends the weave of fate into forms more advantageous for their designs, ensuring that the warriors they lead to battle strike their enemies down with unnatural precision.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Dark Blessing [IGNORES COVER, PSYCHIC, SUSTAINED HITS 1]	24"	9	2+	4	-1	1
Infernal cannon	24"	3	2+	5	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hellforged weapons – strike [DEVASTATING WOUNDS, PSYCHIC]	Melee	6	2+	8	-2	3
Hellforged weapons – sweep [DEVASTATING WOUNDS, PSYCHIC]	Melee	12	2+	6	-1	1

UNIT COMPOSITION

- **1 Daemon Prince of Tzeentch**

This model is equipped with: Dark Blessing; infernal cannon; hellforged weapons.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Cabal of Sorcerers**

Servile Pawns: While this model is within 3" of one or more friendly **THOUSAND SONS INFANTRY** units, this model has the Lone Operative ability.

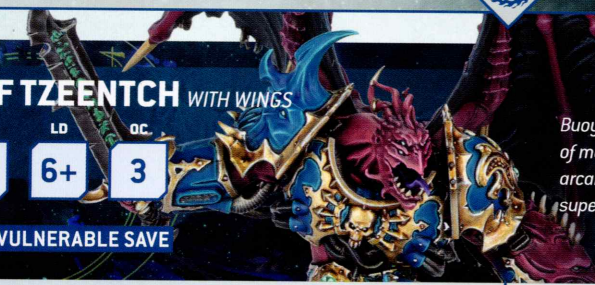
Spirit Snare: Each time a friendly **THOUSAND SONS PSYKER** model with the Cabal of Sorcerers ability is destroyed while within 9" of one or more models with this ability, select one of those models with this ability: until the end of the battle, each time the selected model attempts a Ritual, add 1 to the Psychic test result (to a maximum of +2).

Glamour of Tzeentch (Aura, Psychic): While a friendly **THOUSAND SONS INFANTRY** unit is within 6" of this model, models in that unit have the Stealth ability.

KEYWORDS: **MONSTER, CHARACTER, DAEMON, PSYKER, CHAOS, TZEENTCH, DAEMON PRINCE**

FACTION KEYWORDS: **THOUSAND SONS**

DAEMON PRINCE OF TZEENTCH *WITH WINGS*



M	T	SV	W	LD	OC
13"	9	2+	10	6+	3

4+ INVULNERABLE SAVE

Buoyed upon sorcerous zephyrs or borne aloft by wings of mutated flesh, these Daemon Princes revel in hurling arcane fire from on high, reinforcing their megalomaniacal superiority over their foes.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Dark Blessing [IGNORES COVER, PSYCHIC, SUSTAINED HITS 1]	24"	9	2+	4	-1	1
Infernal cannon	24"	3	2+	5	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hellforged weapons – strike [DEVASTATING WOUNDS, PSYCHIC]	Melee	6	2+	8	-2	3
Hellforged weapons – sweep [DEVASTATING WOUNDS, PSYCHIC]	Melee	12	2+	6	-1	1

UNIT COMPOSITION

- **1 Daemon Prince of Tzeentch with Wings**

This model is equipped with: Dark Blessing; infernal cannon; hellforged weapons.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deadly Demise D3, Deep Strike**

FACTION: **Cabal of Sorcerers**

Hunter of Souls: Each time this model makes an attack that targets a **CHARACTER** unit, re-roll a Hit roll of 1 and re-roll a Wound roll of 1 (if that attack targets a **PSYKER CHARACTER** unit, you can re-roll the Hit roll and you can re-roll the Wound roll instead). Each time this model destroys a **CHARACTER** unit, this model regains up to D3 lost wounds (if that **CHARACTER** unit was a **PSYKER** unit, this model regains up to 3 lost wounds instead).

Aetherstride (Psychic): When this model is set up on the battlefield using the Deep Strike ability, it can perform an aetherstride. If it does:

- It can be set up anywhere on the battlefield that is more than 3" horizontally away from all enemy units.
- Until the end of the turn, its Dark Blessing has the **[SUSTAINED HITS D3]** ability.
- Until the end of the turn, it is not eligible to declare a charge.

KEYWORDS: **MONSTER, CHARACTER, DAEMON, FLY, PSYKER, CHAOS, TZEENTCH, DAEMON PRINCE**

FACTION KEYWORDS: **THOUSAND SONS**



SORCERER *IN TERMINATOR ARMOUR*

M	T	SV	W	LD	OC
5"	5	2+	5	6+	1

4+ INVULNERABLE SAVE

Clad in hulking Terminator plate, a Sorcerer of the Thousand Sons can shrug off even the punishing fire of anti-tank weaponry. So protected, they can unleash their mutative magicks with impunity, leading offensives into even the most heavily defended enemy strongpoints and laying low any who bar their path.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Gaze of Hate [ANTI-MONSTER 4+, ANTI-VEHICLE 4+, DEVASTATING WOUNDS, PSYCHIC]	18"	3	3+	4	-3	2
Inferno combi-bolter [RAPID FIRE 2]	24"	2	3+	4	-2	1
Inferno combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	-2	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Force weapon [PSYCHIC]	Melee	5	3+	6	-1	D3

WARGEAR OPTIONS

- This model's inferno combi-bolter can be replaced with 1 inferno combi-weapon.

LEADER

This model can be attached to the following unit: **Scarab Occult Terminators**

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Cabal of Sorcerers**

Empyric Guidance (Psychic): While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Marked by Fate (Psychic): In your Shooting phase, after this model's unit has shot, select one enemy unit hit by one or more of those attacks made with a Psychic weapon. Until the end of the phase, each time a friendly **Thousand Sons** unit makes an attack that targets that enemy unit, add 1 to the Hit roll.

UNIT COMPOSITION

- **1 Sorcerer in Terminator Armour**

This model is equipped with: Gaze of Hate; inferno combi-bolter; force weapon.

KEYWORDS: **Infantry, Character, Psyker, Terminator, Chaos, Tzeentch, Sorcerer**

FACTION KEYWORDS: **Thousand Sons**



SEKHETAR ROBOTS

M	T	SV	W	LD	OC
8"	6	3+	4	7+	1

5+ INVULNERABLE SAVE

Sekhetar Robots are often employed by their sorcerous masters as prophetic sentinels to guard sites of power or stalk unwary interlopers. Inscribed with spells of illusion and obfuscation, Sekhetar Robots can be hidden, awaiting the moment to activate and turn their arcane weapons on the foe in gouts of empyric energy and sorcerous missiles.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy warpflamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-2	1
Hellfyre missile rack	36"	2	4+	10	-2	3
Pyreflux meltagun [MELTA 2]	12"	1	4+	10	-4	D6
Warpflame projector [IGNORES COVER, TORRENT]	12"	D3	N/A	3	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	4+	5	0	1
Power claw	Melee	3	4+	10	-2	2

WARGEAR OPTIONS

- Any number of models can each have their pyreflux meltagun replaced with 1 warpflame projector and 1 power claw.

ABILITIES

CORE: **Infiltrators, Stealth**

Prophetic Sentinels: Once per battle round, you can target this unit with the Fire Overwatch or Heroic Intervention Stratagem for 0CP.

UNIT COMPOSITION

- **2-4 Sekhetar Robots**

Every model is equipped with: heavy warpflamer; hellfyre missile rack; pyreflux meltagun; close combat weapon.

KEYWORDS: **Vehicle, Walker, Chaos, Tzeentch, Sekhetar Robots**

FACTION KEYWORDS: **Thousand Sons**

SCARAB OCCULT TERMINATORS

M	T	SV	W	LD	OC	
5"	5	2+	3	7+	1	SCARAB OCCULT TERMINATOR
5"	5	2+	4	6+	1	SCARAB OCCULT SORCERER

4+ INVULNERABLE SAVE



The Scarab Occult fight with all the merciless skill they did when they were Magnus' living bodyguards, often striking into the heart of the foe via sorcerous teleportation. Wielding vicious ritual blades based on the ancient Prosperine khopesh, they cleave through those victims not laid low by their salvoes of lethal firepower.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy warpflamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-2	1
Hellfyre missile rack	36"	2	3+	10	-2	3
Inferno combi-bolter [RAPID FIRE 2]	24"	2	3+	4	-2	1
Malefic Curse [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, PSYCHIC]	24"	3	3+	4	-3	1
Soulreaper cannon [DEVASTATING WOUNDS]	24"	6	3+	6	-2	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Force weapon [PSYCHIC]	Melee	4	3+	6	-1	D3
Prosperine khopesh	Melee	3	3+	5	-2	2

WARGEAR OPTIONS

- The Scarab Occult Sorcerer's inferno combi-bolter can be replaced with 1 Prosperine khopesh.
- For every 5 models in this unit, 1 Scarab Occult Terminator's inferno combi-bolter can be replaced with one of the following:
  - 1 heavy warpflamer
  - 1 soulreaper cannon
- For every 5 models in this unit, 1 Scarab Occult Terminator can be equipped with 1 hellfyre missile rack.

ABILITIES

CORE: **Deep Strike**

FACTION: **Cabal of Sorcerers** (Scarab Occult Sorcerer only)

Rites of Coalescence: While this unit contains one or more **PSYKER** models, each time an attack targets this unit, subtract 1 from the Wound roll.

UNIT COMPOSITION

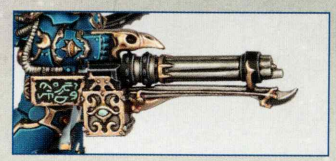
- **1 Scarab Occult Sorcerer**
- **4-9 Scarab Occult Terminators**

The Scarab Occult Sorcerer is equipped with: inferno combi-bolter; Malefic Curse; force weapon.

Every Scarab Occult Terminator is equipped with: inferno combi-bolter; Prosperine khopesh.

KEYWORDS – ALL MODELS: **INFANTRY, TERMINATOR, CHAOS, TZEENTCH, RUBRICAE, SCARAB OCCULT** | SCARAB OCCULT SORCERER ONLY: **PSYKER**

FACTION KEYWORDS: **THOUSAND SONS**



Soulreaper cannon



Hellfyre missile rack



Heavy warpflamer



Scarab Occult Terminator with soulreaper cannon and Prosperine khopesh



Scarab Occult Sorcerer with force weapon and Prosperine khopesh



Scarab Occult Terminator with inferno combi-bolter and Prosperine khopesh



Scarab Occult Terminator with inferno combi-bolter, hellfyre missile rack and Prosperine khopesh

RUBRIC MARINES

	M	T	SV	W	LD	OC
RUBRIC MARINE	6"	4	3+	2	7+	2
ASPIRING SORCERER	6"	4	3+	3	6+	2

5+ INVULNERABLE SAVE



Advancing at the command of their sorcerous master, Rubric Marines lay down withering hails of fire. Arcane shells from their inferno weapons and soulreaper cannons blast the enemy apart while gouts of mutagenic fire from their warpflamers burn and twist flesh and soul. Against such an onslaught, none can stand for long.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Inferno bolt pistol [PISTOL]	12"	1	3+	4	-1	1
Inferno boltgun	24"	2	3+	4	-2	1
Malefic Curse [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, PSYCHIC]	24"	3	3+	4	-3	1
Soulreaper cannon [DEVASTATING WOUNDS]	24"	6	3+	6	-2	1
Warpflame pistol [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	-1	1
Warpflamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1
Force weapon [PSYCHIC]	Melee	3	3+	6	-1	D3

WARGEAR OPTIONS

- The Aspiring Sorcerer's inferno bolt pistol can be replaced with 1 warpflame pistol.
- 1 Rubric Marine's inferno boltgun can be replaced with 1 soulreaper cannon.
- Any number of Rubric Marines can each have their inferno boltgun replaced with 1 warpflamer.
- 1 Rubric Marine can be equipped with 1 icon of flame.

ABILITIES

FACTION: **Cabal of Sorcerers** (Aspiring Sorcerer only)

Bringers of Change: Each time a model in this unit makes a ranged attack, re-roll a Wound roll of 1. If that attack targets a unit within range of an objective marker you do not control, you can re-roll the Wound roll instead.

WARGEAR ABILITIES

Icon of Flame: Ranged weapons equipped by models in the bearer's unit (excluding **CHARACTERS**) have the **[IGNORES COVER]** ability.

UNIT COMPOSITION

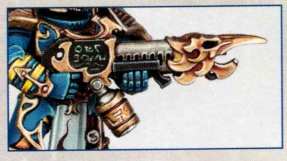
- **1 Aspiring Sorcerer**
- **4-9 Rubric Marines**

The Aspiring Sorcerer is equipped with: inferno bolt pistol; Malefic Curse; force weapon.

Every Rubric Marine is equipped with: inferno boltgun; close combat weapon.

KEYWORDS – ALL MODELS: **INFANTRY, BATTLELINE, CHAOS, TZEENTCH, RUBRICAE, RUBRIC MARINES** | ASPIRING SORCERER ONLY: **PSYKER**

FACTION KEYWORDS: **THOUSAND SONS**



Warpflamer



Inferno boltgun



Soulreaper cannon



Rubric Marine with warpflamer



Rubric Marine with inferno boltgun and icon of flame



Aspiring Sorcerer with force weapon



Rubric Marine with warpflamer



Rubric Marine with soulreaper cannon

CHAOS PREDATOR DESTRUCTOR

M	T	SV	W	LD	OC
10"	10	3+	11	6+	3



Predator Destructors use their rapid-firing weaponry to reap a tally of the enemy. Those of the Thousand Sons fire streams of heavy shells that dance with unnatural energies, the cackle of their possessor cacodaemons mingling with the chatter of their guns and the screams of their victims.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Havoc launcher [BLAST]	48"	D6	3+	5	0	1
Inferno combi-bolter [RAPID FIRE 2]	24"	2	3+	4	-2	1
Inferno combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	-2	1
Inferno heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-2	2
Lascannon	48"	1	3+	12	-3	D6+1
Predator autocannon [RAPID FIRE 2]	48"	4	3+	9	-1	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model can be equipped with one of the following:
  - 2 lascannons
  - 2 inferno heavy bolters
- This model can be equipped with one of the following:
  - 1 inferno combi-bolter
  - 1 inferno combi-weapon
- This model can be equipped with 1 havoc launcher.

ABILITIES

CORE: **Deadly Demise D3**

Ensorcelled Destruction: Each time this model makes a ranged attack that targets a unit (excluding **MONSTERS** and **VEHICLES**) that was hit by one or more Psychic Attacks made by a **THOUSAND SONS PSYKER** model from your army this phase (including the Doombolt Ritual), improve the Strength and Armour Penetration characteristics of that attack by 1.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Chaos Predator Destructor**

This model is equipped with: Predator autocannon; armoured tracks.

KEYWORDS: **VEHICLE, SMOKE, CHAOS, TZEENTCH, PREDATOR DESTRUCTOR**

FACTION KEYWORDS: **THOUSAND SONS**

CHAOS PREDATOR ANNIHILATOR

M	T	SV	W	LD	OC
10"	10	3+	11	6+	3



The Predator Annihilators of the Thousand Sons stalk enemy behemoths across the battlefield like hulking carrion eaters. The precognitive whispers of unnatural entities guide each blast of searing laser energy these battle tanks unleash while the undying hatred of their crews stokes the fires of their engines.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Havoc launcher [BLAST]	48"	D6	3+	5	0	1
Inferno combi-bolter [RAPID FIRE 2]	24"	2	3+	4	-2	1
Inferno combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	-2	1
Inferno heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-2	2
Lascannon	48"	1	3+	12	-3	D6+1
Predator twin lascannon [TWIN-LINKED]	48"	1	3+	14	-3	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model can be equipped with one of the following:
  - 2 lascannons
  - 2 inferno heavy bolters
- This model can be equipped with one of the following:
  - 1 inferno combi-bolter
  - 1 inferno combi-weapon
- This model can be equipped with 1 havoc launcher.

ABILITIES

CORE: **Deadly Demise D3**

Ensorcelled Annihilation: Each time this model makes a ranged attack that targets a **MONSTER** or **VEHICLE** unit that was hit by one or more Psychic Attacks made by a **THOUSAND SONS PSYKER** model from your army this phase (including the Doombolt Ritual), you can re-roll the Hit roll and you can re-roll the Damage roll.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Chaos Predator Annihilator**

This model is equipped with: Predator twin lascannon; armoured tracks.

KEYWORDS: **VEHICLE, SMOKE, CHAOS, TZEENTCH, PREDATOR ANNIHILATOR**

FACTION KEYWORDS: **THOUSAND SONS**

CHAOS RHINO

M	T	SV	W	LD	OC
12"	9	3+	10	6+	2



Many of the Rhinos employed by the Thousand Sons are ancient vehicles, their once-noble machine spirits saturated by the malice of the Warp, their hulls mutated and discoloured by the energies of unfettered change. Still, they bear the foot soldiers of Tzeentch swiftly into battle, guns hammering as they go.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Havoc launcher [BLAST]	48"	D6	3+	5	0	1
Inferno combi-bolter [RAPID FIRE 2]	24"	2	3+	4	-2	1
Inferno combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	-2	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model can be equipped with one of the following:
  - 1 additional inferno combi-bolter
  - 1 inferno combi-weapon
- This model can be equipped with 1 havoc launcher or can replace 1 inferno combi-bolter with 1 havoc launcher.

ABILITIES

CORE: **Deadly Demise D3**

Sorcerous Support: In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly model that disembarked from this **TRANSPORT** this turn makes a Psychic Attack that targets that enemy unit, add 1 to the Hit roll and add 1 to the Wound roll.

UNIT COMPOSITION

- **1 Chaos Rhino**

This model is equipped with: inferno combi-bolter; armoured tracks.

TRANSPORT

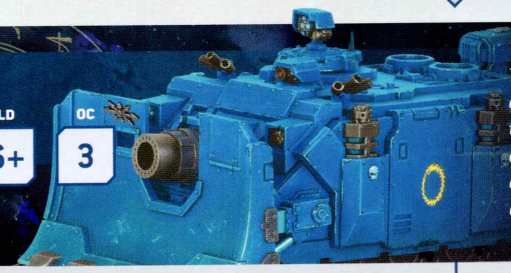
This model has a transport capacity of 12 **THOUSAND SONS INFANTRY** models (excluding **TERMINATOR** models).

KEYWORDS: **VEHICLE, TRANSPORT, DEDICATED TRANSPORT, SMOKE, CHAOS, TZEENTCH, RHINO**

FACTION KEYWORDS: **THOUSAND SONS**

CHAOS VINDICATOR

M	T	SV	W	LD	OC
10"	11	2+	11	6+	3



The Chaos Vindicator is a brutish siege tank whose demolisher cannon fires devastatingly destructive shells that can flatten bunkers, breach fortress walls or vaporise entire squads of foes in a single hit. The Thousand Sons delight in fielding these vehicles, which effect sudden and catastrophic change with every shot.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Demolisher cannon [BLAST]	24"	D6+3	3+	14	-3	D6
Havoc launcher [BLAST]	48"	D6	3+	5	0	1
Inferno combi-bolter [RAPID FIRE 2]	24"	2	3+	4	-2	1
Inferno combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	-2	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model can be equipped with one of the following:
  - 1 inferno combi-bolter
  - 1 inferno combi-weapon
- This model can be equipped with 1 havoc launcher.

ABILITIES

CORE: **Deadly Demise D3**

Siege Shield: When making ranged attacks with its demolisher cannon, this model can target enemy units within Engagement Range of it (provided no other friendly units are also within Engagement Range of that enemy unit). In addition, when making ranged attacks, this model does not suffer the penalty to its Hit rolls for being within Engagement Range of one or more enemy units.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Chaos Vindicator**

This model is equipped with: demolisher cannon; armoured tracks.

KEYWORDS: **VEHICLE, SMOKE, CHAOS, TZEENTCH, VINDICATOR**

FACTION KEYWORDS: **THOUSAND SONS**

CHAOS LAND RAIDER

M	T	SV	W	LD	OC
10"	12	2+	16	6+	5



Chaos Land Raiders employed by the Thousand Sons are slab-sided armoured monsters commonly used to bear Scarab Occult Terminators into battle. Their hulls dance with energy or writhe in constant mutagenic peristalsis as their heavy weapons blaze ceaselessly.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Havoc launcher [BLAST]	48"	D6	3+	5	0	1
Inferno combi-bolter [RAPID FIRE 2]	24"	2	3+	4	-2	1
Inferno combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	-2	1
Soulshatter lascannon	48"	2	3+	12	-3	D6+1
Twin inferno heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

WARGEAR OPTIONS

- This model can be equipped with one of the following:
  - 1 inferno combi-bolter
  - 1 inferno combi-weapon
- This model can be equipped with 1 havoc launcher.

ABILITIES

CORE: **Deadly Demise D6**

Assault Ramp: Each time a unit disembarks from this **TRANSPORT** after it has made a Normal move, that unit is still eligible to declare a charge this turn.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Chaos Land Raider**

This model is equipped with: 2 soulshatter lascannons; twin inferno heavy bolter; armoured tracks.

TRANSPORT

This model has a transport capacity of 14 **THOUSAND SONS INFANTRY** models. Each **TERMINATOR** model takes up the space of 2 models.

KEYWORDS: **VEHICLE, TRANSPORT, SMOKE, CHAOS, TZEENTCH, LAND RAIDER**

FACTION KEYWORDS: **THOUSAND SONS**



HELBRUTE

M	T	SV	W	LD	OC
8"	9	2+	8	6+	3

5+ INVULNERABLE SAVE



Each Thousand Sons Helbrute is a walking torture chamber piloted by a mutilated Chaos Space Marine lured and bound by the Legion's Sorcerers into volunteering for this hideous pact. Blending martial might and armoured resilience with murderous insanity, these vile machines are deadly to any foe they encounter.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-2	1
Helbrute plasma cannon [BLAST, HAZARDOUS]	36"	D3	3+	8	-3	3
Inferno combi-bolter [RAPID FIRE 2]	24"	2	3+	4	-2	1
Missile launcher – frag [BLAST]	48"	D6	3+	4	0	1
Missile launcher – krak	48"	1	3+	9	-2	D6
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Twin autocannon [TWIN-LINKED]	48"	2	3+	9	-2	3
Twin inferno heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-2	2
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	3+	6	0	1
Helbrute fist	Melee	5	3+	12	-2	3
Helbrute hammer	Melee	5	4+	14	-3	D6+1
Power scourge	Melee	8	3+	7	-1	2

WARGEAR OPTIONS

- This model's multi-melta can be replaced with one of the following:
  - 1 Helbrute plasma cannon
  - 1 twin autocannon
  - 1 twin inferno heavy bolter
  - 1 twin lascannon
  - 1 Helbrute fist
- This model's missile launcher can be replaced with one of the following:
  - 1 Helbrute fist
  - 1 Helbrute hammer
  - 1 power scourge
- For each Helbrute fist this model is equipped with, it can be equipped with one of the following:
  - 1 inferno combi-bolter
  - 1 heavy flamer

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deadly Demise 1**

Terrifying Assault: In your Shooting phase and the Fight phase, after this model has shot or fought, select one enemy unit hit by one or more of those attacks. That unit must take a Battle-shock test, subtracting 1 from that test if it is within 9" of one or more **THOUSAND SONS PSYKER** units from your army.

Devoted to Destruction: If this model is equipped with two melee weapons in addition to its close combat weapon, add 2 to the Attacks characteristic of those two weapons.

UNIT COMPOSITION

- **1 Helbrute**

This model is equipped with: missile launcher; multi-melta; close combat weapon.

KEYWORDS: **VEHICLE, WALKER, CHAOS, TZEENTCH, HELBRUTE**

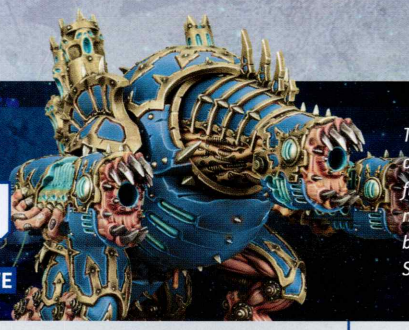
FACTION KEYWORDS: **THOUSAND SONS**



FORGEFIEND

M	T	SV	W	LD	OC
8"	10	3+	12	6+	3

5+ INVULNERABLE SAVE



The ectoplasma cannons and Hades heavy autocannons of the Forgefiends draw their furious energies directly from the blazing daemon forges at the heart of each murderous artillery engine. They unleash salvoes of blazing weaponised hatred that eradicate the Thousand Sons' enemies in droves.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Ectoplasma cannon [BLAST]	36"	D3	3+	10	-3	3
Hades autocannon	36"	6	3+	8	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Forgefiend claws	Melee	3	3+	6	0	1
Forgefiend jaws	Melee	5	3+	7	0	2

WARGEAR OPTIONS

- This model's 2 Hades autocannons can be replaced with 2 ectoplasma cannons.
- This model's Forgefiend jaws can be replaced with 1 ectoplasma cannon and 1 Forgefiend claws.

ABILITIES

CORE: **Deadly Demise D3**

Blazing Salvoes: In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Forgefiend**

This model is equipped with: 2 Hades autocannons; 1 Forgefiend jaws.

KEYWORDS: **Vehicle, Walker, Daemon, Chaos, Tzeentch, Forgefiend**

FACTION KEYWORDS: **Thousand Sons**

MAULERFIEND

M	T	SV	W	LD	OC
10"	10	3+	12	6+	3

5+ INVULNERABLE SAVE



Maulerfiends are ferocious Daemon Engines capable of scaling even sheer fortress walls with wicked metal talons. Those employed by the Thousand Sons are inescapable, for the daemons within them hunt as much by tracking their prey's future choices as by the lights of their soulspoor.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Magma cutter [MELTA 2]	6"	2	3+	9	-4	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Lasher tendrils [EXTRA ATTACKS]	Melee	6	3+	7	-1	1
Maulerfiend fists	Melee	6	3+	14	-2	D6+1

WARGEAR OPTIONS

- This model's lasher tendrils can be replaced with 2 magma cutters.

ABILITIES

CORE: **Deadly Demise D3**

Snarling Protector: You can target this model with the Heroic Intervention Stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem this phase. In addition, each time this model declares a charge that targets an enemy unit within Engagement Range of one or more **Thousand Sons Psyker** units from your army, you can re-roll the Charge roll.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Maulerfiend**

This model is equipped with: lasher tendrils; Maulerfiend fists.

KEYWORDS: **Vehicle, Walker, Daemon, Chaos, Tzeentch, Maulerfiend**

FACTION KEYWORDS: **Thousand Sons**

DEFILER

M	T	SV	W	LD	OC
8"	10	3+	14	6+	5

5+ INVULNERABLE SAVE

These towering war engines advance upon iron-bound arachnid limbs that crush and rend even as their heavy guns rain fire on the foe. They shrug off enemy fire by transmuting incoming projectiles or repair their forms by reknitting flesh to repair damage as swiftly as it is inflicted.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Defiler cannon [BLAST]	48"	D6+3	3+	10	-1	3
Havoc launcher [BLAST]	48"	D6	3+	5	0	1
Inferno combi-bolter [RAPID FIRE 2]	24"	2	3+	4	-2	1
Inferno combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	-2	1
Reaper autocannon [DEVASTATING WOUNDS, SUSTAINED HITS 1]	36"	4	3+	7	-2	1
Twin heavy flamer [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	5	-2	1
Twin inferno heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-2	2
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Defiler claws	Melee	5	3+	16	-3	D6+1
Defiler scourge [EXTRA ATTACKS]	Melee	3	3+	12	-1	2

WARGEAR OPTIONS

- This model's twin heavy flamer can be replaced with one of the following:
  - 1 Defiler scourge
  - 1 havoc launcher
- This model's reaper autocannon can be replaced with one of the following:
  - 1 twin lascannon
  - 1 twin inferno heavy bolter
- This model can be equipped with 1 inferno combi-weapon.

ABILITIES

CORE: **Deadly Demise D3, Feel No Pain 6+**

Scuttling Walker: Each time this model makes a Normal, Advance or Fall Back move, it can move through friendly **MONSTER** and **VEHICLE** models and sections of terrain features that are 4" or less in height.

Destroyer of Futures: Each time you target this unit with the Fire Overwatch Stratagem, hits are scored on unmodified Hit rolls of 5+ when resolving that Stratagem. For each of those attacks that targets an enemy unit within 9" of one or more **THOUSAND SONS PSYKER** units from your army, a hit is scored on an unmodified Hit roll of 4+ instead.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Defiler**

This model is equipped with: Defiler cannon; reaper autocannon; twin heavy flamer; Defiler claws.

KEYWORDS: **VEHICLE, WALKER, DAEMON, SMOKE, CHAOS, TZEENTCH, DEFILER**

FACTION KEYWORDS: **THOUSAND SONS**

HELDRAKE

M	T	SV	W	LD	OC
20+"	9	3+	12	6+	0

5+ INVULNERABLE SAVE



Swooping low over the battlefield upon flame-wreathed wings, Heldrakes send their enemies diving for cover. Weaving and jinking like living beasts, they unleash torrents of fire from their blazing jaw guns, tear enemy aircraft from the skies with their vicious talons and honour Tzeentch with every sacrificial kill.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Baleflamer [IGNORES COVER, TORRENT]	12"	D6+3	N/A	6	-2	2
Hades autocannon	36"	6	3+	8	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Heldrake claws [ANTI-FLY 2+, DEVASTATING WOUNDS]	Melee	5	3+	7	-1	2

WARGEAR OPTIONS

- This model's Hades autocannon can be replaced with 1 baleflamer.

ABILITIES

CORE: **Deadly Demise D3, Hover**

Flame-wreathed: Each time this model ends a Normal move, select one enemy unit it moved over during that move. Until the end of the turn, models in that unit cannot have the Benefit of Cover.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Heldrake**

This model is equipped with: Hades autocannon; Heldrake claws.

KEYWORDS: **Vehicle, Aircraft, Fly, Daemon, Chaos, Tzeentch, Heldrake**

FACTION KEYWORDS: **Thousand Sons**

CHAOS SPAWN

M	T	SV	W	LD	OC
8"	5	4+	4	7+	1

5+ INVULNERABLE SAVE



Chaos Spawn are roiling masses of mutating flesh and bone that lurch towards the foe with mindless ferocity. They wail and slobber from fanged maws as they lash wildly about themselves with barbed pseudopods, snapping claws and clubbing limbs, tearing and crushing all who do not flee in horror.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hideous mutations	Melee	D6+2	4+	5	-1	2

ABILITIES

CORE: **Feel No Pain 5+**

Regenerating Monstrosities: At the start of each player's Command phase, one model in this unit regains up to 3 lost wounds.

UNIT COMPOSITION

- **2 Chaos Spawn**

Every model is equipped with: hideous mutations.

KEYWORDS: **Beast, Chaos, Tzeentch, Mutant, Chaos Spawn**

FACTION KEYWORDS: **Thousand Sons**

TZAANGOR SHAMAN

M	T	SV	W	LD	OC
10"	4	5+	4	7+	2

5+ INVULNERABLE SAVE

Tzaangor Shamans possess prodigious sorcerous abilities stemming from their faith in Tzeentch and can unleash ferocious psychic bombardments against the foe as they soar high upon their daemonic Discs. The mere presence of these bestial champions inspires the herds they lead to ever greater heights of violence.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Baleful Devolution [BLAST, DEVASTATING WOUNDS, PSYCHIC]	18"	D6	3+	9	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Force stave [PSYCHIC]	Melee	3	3+	5	-1	D3

LEADER

This model can be attached to the following units: **TZAANGOR ENLIGHTENED, TZAANGORS**

ABILITIES

CORE: **Leader**

FACTION: **Cabal of Sorcerers**

Bestial Prophet: While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll.

Sacrificial Blessing: While this model is leading a unit, in your Shooting phase and the Fight phase, each time that unit is selected to shoot or fight, this model can use this ability. If it does, select one Bodyguard model in that unit; that Bodyguard model is destroyed and, until the end of the phase, add D3 to the Attacks and Strength characteristics of Psychic weapons equipped by this model.

UNIT COMPOSITION

- **1 Tzaangor Shaman**

This model is equipped with: Baleful Devolution; force stave.

KEYWORDS: **INFANTRY, MOUNTED, CHARACTER, FLY, PSYKER, CHAOS, TZEENTCH, MUTANT, TZAANGOR SHAMAN**

FACTION KEYWORDS: **THOUSAND SONS**



TZAANGOR ENLIGHTENED

M	T	SV	W	LD	OC
10"	4	5+	2	7+	2

5+ INVULNERABLE SAVE



Blessed amongst their mutated kind, the Enlightened can see the skeins of fate through communion with Tzeentch. They surge atop daemonic Discs on the hunt for esoteric knowledge. Tzaangor Enlightened close on their targets, emitting screeches of anticipatory triumph, and their divining spears hum as they sense their predestined prey.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	4+	3	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainsword [PRECISION]	Melee	6	4+	4	0	1
Divining spear [LANCE, PRECISION]	Melee	3	4+	5	-1	2

WARGEAR OPTIONS

- Any number of models can each have their divining spear replaced with 1 autopistol and 1 chainsword.

ABILITIES

Prophesied Doom: Each time this unit ends a Charge move, select one enemy unit within Engagement Range of it, then roll one D6 for each model in this unit that is within Engagement Range of that enemy unit: for each 4+, that enemy unit suffers 1 mortal wound.

UNIT COMPOSITION

- **1 Aviarch**
- **2-5 Enlightened**

Every model is equipped with: divining spear.

KEYWORDS: **Mounted, Fly, Chaos, Tzeentch, Mutant, Tzaangor Enlightened**

FACTION KEYWORDS: **Thousand Sons**

TZAANGOR ENLIGHTENED *WITH FATECASTER GREATBOWS*

M	T	SV	W	LD	OC
10"	4	5+	2	7+	2

5+ INVULNERABLE SAVE



When armed with fatecaster greatbows, Tzaangor Enlightened use their position atop their fanged and bladed daemonic mounts to view the flow of causality. With their bows' ectoplasmic cords pulled taut, these arcane predators seek out those foes whose pivotal actions can change destinies before loosing their ensorcelled arrows to cut short such a fate.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Fatecaster greatbow [IGNORES COVER, LETHAL HITS, PRECISION]	30"	2	4+	5	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	4	0	1

ABILITIES

Malign Trickery: Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D6".

UNIT COMPOSITION

- **1 Aviarch**
- **2-5 Enlightened**

Every model is equipped with: fatecaster greatbow; close combat weapon.

KEYWORDS: **Mounted, Fly, Chaos, Tzeentch, Mutant, Tzaangor Enlightened, Tzaangor Enlightened with Fatecaster Greatbows**

FACTION KEYWORDS: **Thousand Sons**

TZAANGORS

M	T	SV	W	LD	OC
6"	4	6+	1	7+	1

6+ INVULNERABLE SAVE



Brayhorn blasts and avian shrieks herald the onset of the Tzaangors. These mutated shock troops surge into battle, wielding baroque blades or roaring chainswords with vicious skill. Whirling skeins of dark sorcery deflect return shots and blows, for these creatures belong to Tzeentch body and soul.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	4+	3	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainsword	Melee	3	4+	4	0	1
Tzaangor blades	Melee	2	4+	5	0	1

WARGEAR OPTIONS

- Any number of models can each have their Tzaangor blades replaced with 1 autopistol and 1 chainsword.
- 1 Tzaangor not equipped with a herd banner can be equipped with 1 brayhorn.
- 1 Tzaangor not equipped with a brayhorn can be equipped with 1 herd banner.

ABILITIES

CORE: **Scouts 6"**

Ambushing Hunters: At the end of your opponent's turn, if this unit is more than 6" horizontally away from all enemy units, you can remove this unit from the battlefield and place it into Strategic Reserves.

WARGEAR ABILITIES

Brayhorn: You can re-roll Advance and Charge rolls made for the bearer's unit.

Herd Banner: While the bearer's unit is within range of one or more objective markers you control, improve the Leadership characteristic of models in the bearer's unit by 1.

UNIT COMPOSITION

- **1 Twistbray**
- **9-19 Tzaangors**

Every model is equipped with: Tzaangor blades.

KEYWORDS: **INFANTRY, CHAOS, TZEENTCH, MUTANT, TZAANGORS**

FACTION KEYWORDS: **THOUSAND SONS**



Brayhorn

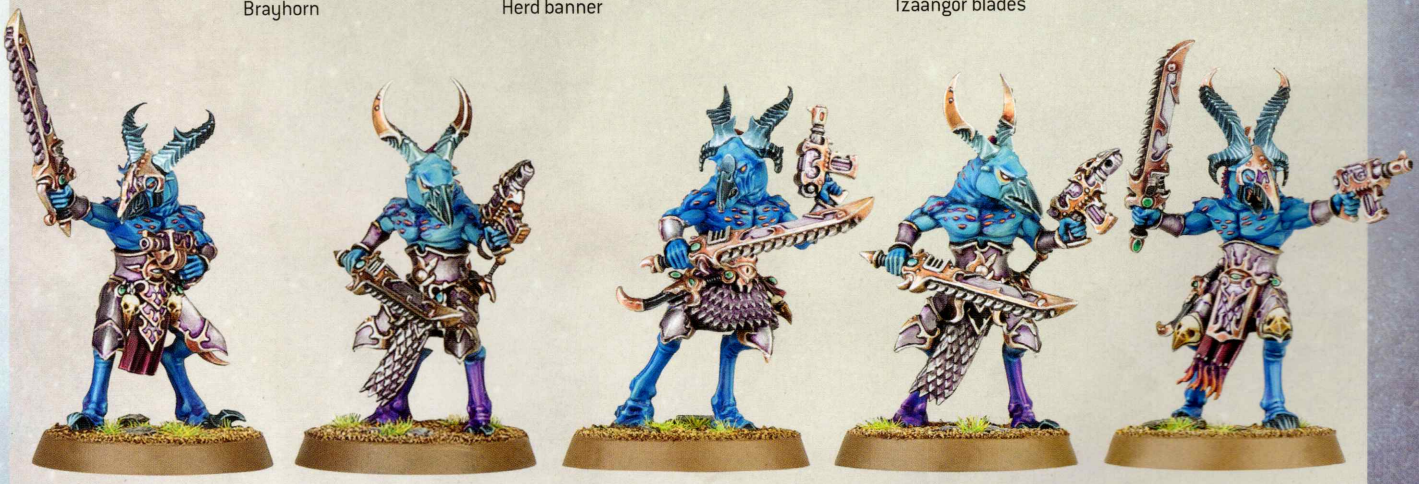


Herd banner





Tzaangor blades



Tzaangors with autopistols and chainswords

MUTALITH VORTEX BEAST

M	T	SV	W	LD	OC
10"	10	4+	13	6+	4

5+ INVULNERABLE SAVE



This foul beast is an offence against sanity and natural order. Its constantly mutating form drags in and expels empyric energy in a wild tempest that twists all about it ever further out of truth. Those foes not driven insane by the monster's presence are soon warped into fresh horrors by its foul energies.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Warp vortex – blast [BLAST]	24"	D6+3	3+	9	-2	2
Warp vortex – beam [DEVASTATING WOUNDS]	36"	1	3+	18	-3	D6+6
Warp vortex – torrent [IGNORES COVER, TORRENT]	18"	2D6	N/A	6	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Betentacled maw	Melee	15	3+	7	0	1
Mutalith claws	Melee	5	3+	10	-2	3

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deadly Demise D6, Feel No Pain 5+**

Mutating Vortex (Aura): At the end of your Movement phase, roll one D6 for each enemy unit within 6" of this model: on a 2-3, that unit suffers 1 mortal wound; on a 4-5, that unit suffers D3 mortal wounds; on a 6, that unit suffers D6 mortal wounds. Each enemy unit within range of this ability must then take a Battle-shock test.

Immaterial Flare (Aura): While a friendly **THOUSAND SONS PSYKER** model is within 6" of this model, each time that model Channels the Warp (pg 67), add 1 to the Psychic test result.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Mutalith Vortex Beast**

This model is equipped with: warp vortex; betentacled maw; Mutalith claws.

KEYWORDS: **MONSTER, CHAOS, TZEENTCH, MUTANT, MUTALITH VORTEX BEAST**

FACTION KEYWORDS: **THOUSAND SONS**



KAIROS FATEWEAVER

M	T	SV	W	LD	OC
12"	10	6+	20	6+	5

4+ INVULNERABLE SAVE

Wielding the Staff of Tomorrow and able to predict all that may come to pass while knowing all that has already transpired, Kairos Fateweaver is amongst the galaxy's most canny strategists. What the daemon lacks in physical and martial prowess, it more than makes up for in pure Tzeentchian cunning.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Infernal Gateway – witchfire [BLAST, INDIRECT FIRE, PSYCHIC]	24"	D6+3	2+	9	-2	D3
Infernal Gateway – focused witchfire [BLAST, HAZARDOUS, INDIRECT FIRE, PSYCHIC]	24"	D3+6	2+	9	-3	D3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Staff of Tomorrow [PSYCHIC]	Melee	5	3+	8	-2	2D3

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deadly Demise D6, Deep Strike**

FACTION: **Pact of Sorcery**

One Head Looks Forward: At the end of your Command phase, if this model is on the battlefield, take a Leadership test for this model; if that test is passed, you gain 1CP.

One Head Looks Back (Aura): Each time your opponent targets a unit from their army with a Stratagem, if that unit is within 12" of this model, increase the cost of that use of that Stratagem by 1CP.

DAMAGED: 1-7 WOUNDS REMAINING

While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Kairos Fateweaver – Epic Hero**

This model is equipped with: Infernal Gateway; Staff of Tomorrow.

KEYWORDS: **Monster, Character, Epic Hero, Fly, Psyker, Chaos, Daemon, Tzeentch, Summoned, Kairos Fateweaver**

FACTION KEYWORDS: **Scintillating Legions**

'The Changer of the Ways understands all things; every mortal thought a fate-marked string, one of an infinite number within the spinning morass that is a single speck of his being. Do you see, my brother? He bid you find the Phorenegeum; he bid me meet you, here, now; bid the ritual dagger into my hand; bid its blade into your mind. So do not curse me, brother. We each fulfil the exact role the master of fate sets us.'

- Grylorthep the Wise



LORD OF CHANGE

M	T	SV	W	LD	OC
12"	10	6+	18	6+	5

4+ INVULNERABLE SAVE

Greater Daemons of Tzeentch are infinitely cunning sorcerers and manipulators. Their malevolent gaze lays bare the souls of their victims and blasts the sanity of even the staunchest mortal while their ensorcelled weapons and unholy magicks violently reshape reality itself into ever-mutating forms.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Rod of sorcery [PSYCHIC]	12"	6	2+	8	-1	D3
Bolt of Change – witchfire [PSYCHIC]	18"	9	2+	9	-1	1
Bolt of Change – focused witchfire [HAZARDOUS, PSYCHIC]	18"	9	2+	9	-2	D3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Baleful sword [EXTRA ATTACKS]	Melee	3	3+	7	-2	3
Staff of Tzeentch [PSYCHIC]	Melee	5	3+	6	-1	3

WARGEAR OPTIONS

- This model can be equipped with one of the following:
  - 1 rod of sorcery
  - 1 baleful sword

ABILITIES

CORE: **Deadly Demise D6, Deep Strike**

FACTION: **Pact of Sorcery**

Daemon Lord of Tzeentch (Aura): While a friendly SCINTILLATING LEGIONS unit is within 6" of this model, each time a model in that unit makes a ranged attack, add 1 to the Strength characteristic of that attack.

Master of Magicks (Psychic): In your Shooting phase, select one of the following abilities: [IGNORES COVER]; [LETHAL HITS]; [SUSTAINED HITS D3]. Until the end of the phase, this model's Bolt of Change has that ability.

DAMAGED: 1-7 WOUNDS REMAINING

While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Lord of Change**

This model is equipped with: Bolt of Change; staff of Tzeentch.

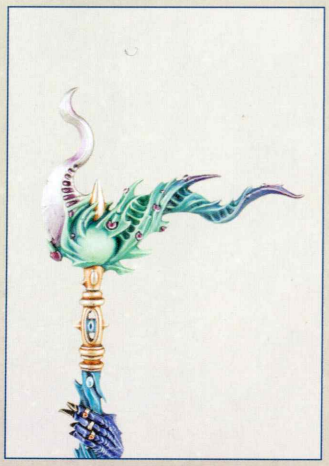
Before selecting targets for this weapon, select one of its profiles to make attacks with.

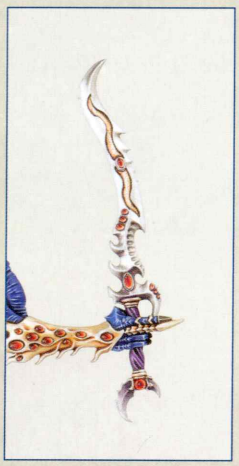
KEYWORDS: **MONSTER, CHARACTER, FLY, PSYKER, CHAOS, DAEMON, TZEENTCH, SUMMONED, LORD OF CHANGE**

FACTION KEYWORDS: **SCINTILLATING LEGIONS**

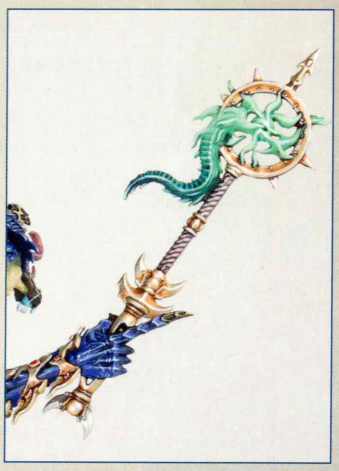


Staff of Tzeentch





Baleful sword



Rod of sorcery

FLAMERS

M	T	SV	W	LD	OC
9"	4	7+	3	8+	1

4+ INVULNERABLE SAVE



These bizarre daemons bound through the air in convulsive leaps. The warpflame that drools from their many maws seethes with the raw power of change. When spat forth in roaring sheets, it sends its victims into agonies of mutation, their forms altering repeatedly before collapsing into distorted ruin.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Flickering flames [IGNORES COVER, PSYCHIC, TORRENT]	12"	D6	N/A	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Flamer mouths	Melee	3	4+	4	0	1

ABILITIES

CORE: **Deep Strike**

FACTION: **Pact of Sorcery**

Bounding Leaps: This unit is eligible to shoot in a turn in which it Fell Back.

UNIT COMPOSITION

- **1 Pyrocaster**
- **2-5 Flamers**

Every model is equipped with: flickering flames; Flamer mouths.

KEYWORDS: **Infantry, Fly, Chaos, Daemon, Tzeentch, Summoned, Flamers**

FACTION KEYWORDS: **Scintillating Legions**

SCREAMERS

M	T	SV	W	LD	OC
14"	4	6+	3	8+	1

4+ INVULNERABLE SAVE



These predatory daemons strike like sudden and inescapable change. They emit unearthly shrieks as they swoop down upon their prey on scintillating tides of sorcery, slicing victims to ribbons with razor-keen fins and latching on with fanged jaws from which corrosive empyric energies flow.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Lamprey bite [ANTI-MONSTER 4+, ANTI-VEHICLE 4+]	Melee	3	3+	6	-2	2

ABILITIES

CORE: **Deep Strike**

FACTION: **Pact of Sorcery**

Slashing Dive: In your Movement phase, after this unit ends a Normal move, select one enemy unit it moved over during that move and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

UNIT COMPOSITION

- **3-6 Screamers**

Every model is equipped with: lamprey bite.

KEYWORDS: **Beast, Fly, Chaos, Daemon, Tzeentch, Summoned, Screamers**

FACTION KEYWORDS: **Scintillating Legions**

PINK HORRORS

M	T	SV	W	LD	OC	
6"	3	7+	1	7+	1	PINK HORROR
6"	3	7+	1	8+	0	BLUE HORROR/BRIMSTONE HORROR

4+ INVULNERABLE SAVE



Magic made manifest, these cavorting grotesques hurl balls of warpfire into the enemy ranks, where they transmogrify and immolate their victims. Pink Horrors cackle, riddle and caper endlessly, their unsettling glee ending only at the moment when their mortal form is destroyed and forced to split messily into two Blue Horrors.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Coruscating blue flames [PISTOL, PSYCHIC]	18"	2	4+	3	-1	1
Coruscating pink flames [PISTOL, PSYCHIC]	18"	2	3+	4	-1	1
Coruscating yellow flames [PISTOL, PSYCHIC]	18"	2	5+	2	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Blue claws	Melee	1	5+	3	0	1
Pink claws	Melee	1	4+	3	0	1
Yellow claws	Melee	2	5+	2	0	1

WARGEAR OPTIONS

- 1 Pink Horror that is not equipped with a daemonic icon can be equipped with 1 instrument of Chaos.
- 1 Pink Horror that is not equipped with an instrument of Chaos can be equipped with 1 daemonic icon.

HORRORS ARE PINK. HORRORS ARE BLUE. WHERE ONCE THERE WAS ONE, NOW THERE ARE TWO.

If, at any point, this unit contains no **PINK HORROR** models, use the **BLUE HORRORS** datasheet for this unit.

Designer's Note: *While this unit contains one or more* **PINK HORROR** *models, the Sullen Malevolence and Exploding Horrors abilities from the* **BLUE HORRORS** *datasheet do not apply to this unit.*

ABILITIES

CORE: **Deep Strike**

FACTION: **Pact of Sorcery**

Split: Each time a **PINK HORROR** or **BLUE HORROR** model in this unit is destroyed, after the attacking unit has finished making its attacks, if this unit is not destroyed, roll one D6 for that model. On a 4+, if it was a **PINK HORROR**, add two **BLUE HORROR** models to this unit, and if it was a **BLUE HORROR**, add one **BRIMSTONE HORROR** model to this unit.

WARGEAR ABILITIES

Daemonic Icon: Models in the bearer's unit have a Leadership characteristic of 6+.

Instrument of Chaos: Add 1 to Charge rolls made for the bearer's unit.

UNIT COMPOSITION

- **10 Pink Horrors**

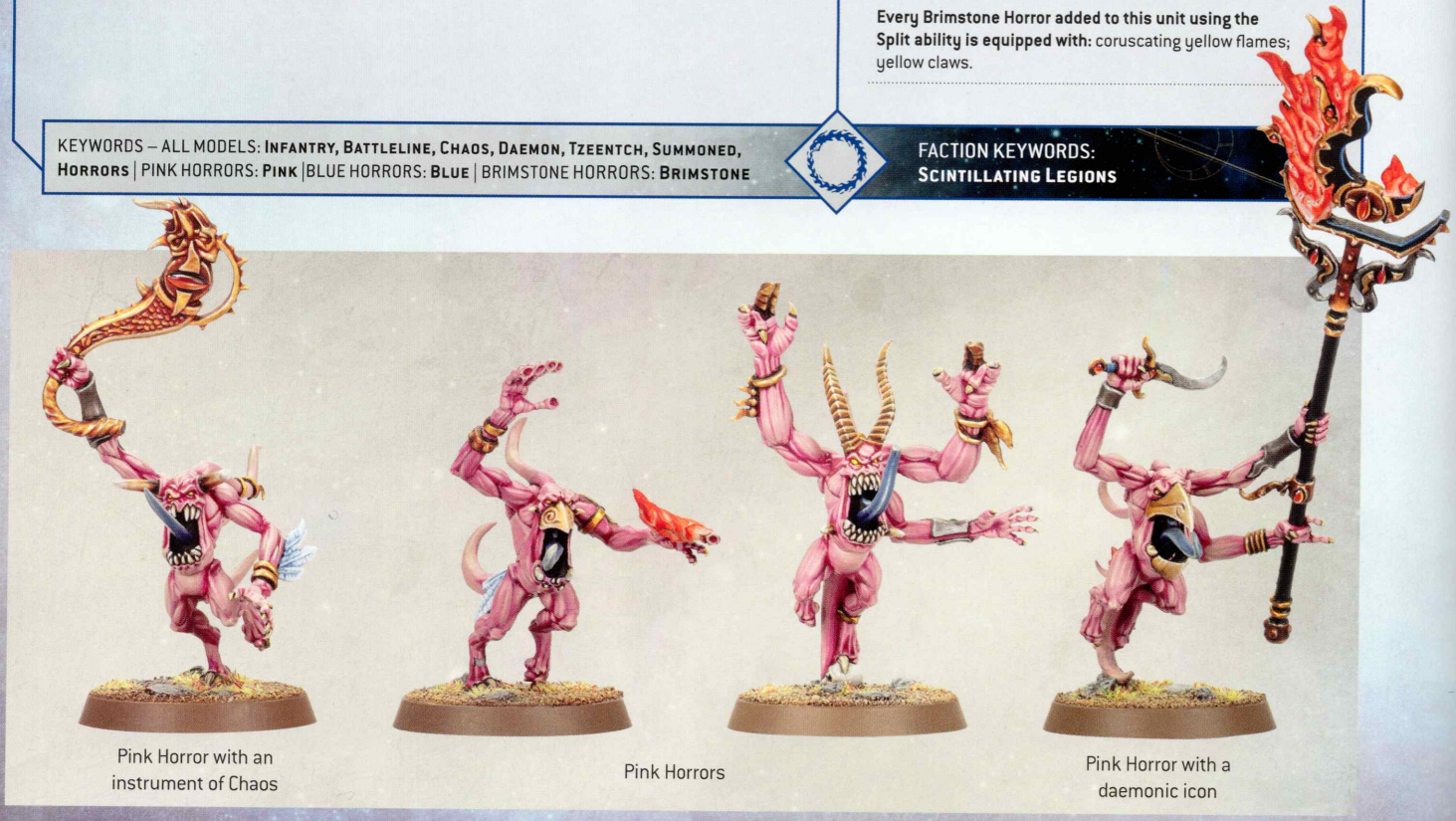
Every Pink Horror is equipped with: coruscating pink flames; pink claws.

Every Blue Horror added to this unit using the Split ability is equipped with: coruscating blue flames; blue claws.

Every Brimstone Horror added to this unit using the Split ability is equipped with: coruscating yellow flames; yellow claws.

KEYWORDS – ALL MODELS: **INFANTRY, BATTLELINE, CHAOS, DAEMON, TZEENTCH, SUMMONED, HORRORS** | PINK HORRORS: **PINK** | BLUE HORRORS: **BLUE** | BRIMSTONE HORRORS: **BRIMSTONE**

FACTION KEYWORDS: **SCINTILLATING LEGIONS**



Pink Horror with an instrument of Chaos

Pink Horrors

Pink Horror with a daemonic icon

BLUE HORRORS

M	T	SV	W	LD	OC
6"	3	7+	1	8+	0

4+ INVULNERABLE SAVE

BLUE HORROR/BRIMSTONE HORROR

Blue Horrors are sullen, malevolent entities, as likely to throttle victims with their rubbery fingers out of sheer spite as to melt them like tallow with conjured gouts of mutating warpflame. Should one of these wretched beings be slain, it bursts into a roiling cloud of fume from which a pair of crackling Brimstone Horrors emerge.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Coruscating blue flames [PISTOL, PSYCHIC]	18"	2	4+	3	-1	1
Coruscating yellow flames [PISTOL, PSYCHIC]	18"	2	5+	2	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Blue claws	Melee	1	5+	3	0	1
Yellow claws	Melee	2	5+	2	0	1

ABILITIES

CORE: **Deep Strike, Infiltrators**

FACTION: **Pact of Sorcery**

Split: Each time a **BLUE HORROR** model in this unit is destroyed, after the attacking unit has finished making its attacks, if this unit is not destroyed, roll one D6 for that model. On a 4+, add one **BRIMSTONE HORROR** model to this unit.

Sullen Malevolence (Aura): While an enemy unit is within 6" of this unit, if this unit contains one or more **BLUE HORROR** models, worsen the Leadership characteristic of models in that enemy unit by 1.

Exploding Horrors: Each time this unit is selected to fight, you can select one enemy unit within Engagement Range of it, then select one or more **BRIMSTONE HORROR** models in this unit. For each **BRIMSTONE HORROR** model you select, roll one D6: on a 4+, that model is destroyed and that enemy unit suffers 1 mortal wound.

UNIT COMPOSITION

- **10 Blue Horrors**

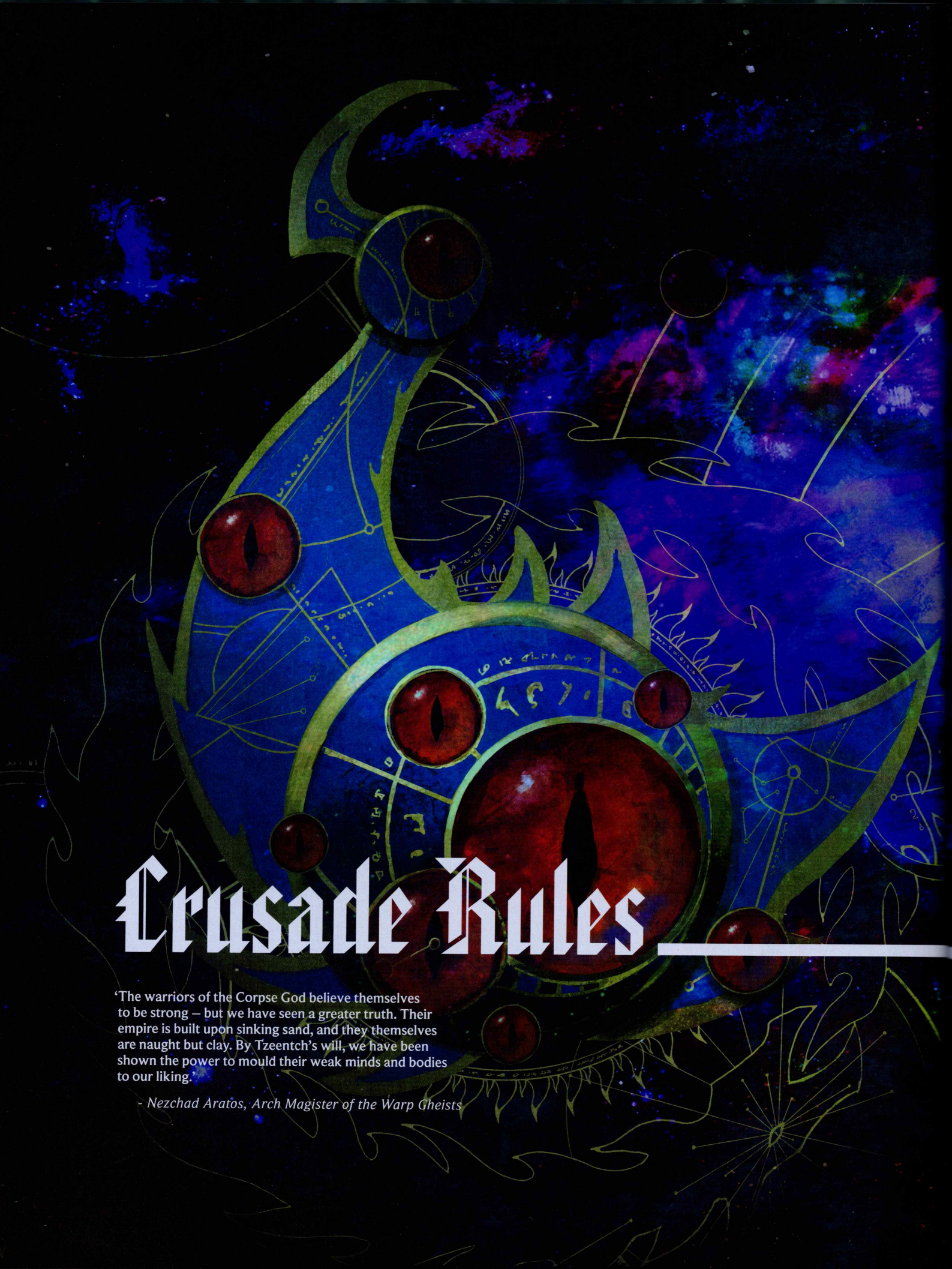
Every Blue Horror is equipped with: coruscating blue flames; blue claws.

Every Brimstone Horror added to this unit using the Split ability is equipped with: coruscating yellow flames; yellow claws.

KEYWORDS – ALL MODELS: **INFANTRY, BATTLELINE, CHAOS, DAEMON, TZEENTCH, SUMMONED, HORRORS** | BLUE HORRORS: **BLUE** | BRIMSTONE HORRORS: **BRIMSTONE**

FACTION KEYWORDS: **SCINTILLATING LEGIONS**





Crusade Rules

'The warriors of the Corpse God believe themselves to be strong – but we have seen a greater truth. Their empire is built upon sinking sand, and they themselves are naught but clay. By Tzeentch's will, we have been shown the power to mould their weak minds and bodies to our liking.'

- Nezchad Aratos, Arch Magister of the Warp Gheists



INTRODUCTION

In this section you'll find additional rules for playing Crusade battles that are bespoke to the THOUSAND SONS. You can find out more about Crusade armies in the main Crusade rules.

This section contains the following additional rules:

BROTHERHOOD OF SORCERERS

The Sorcerers of the **THOUSAND SONS** are constantly seeking to enhance their own magical powers and rise within the ever-scheming ranks of one of the nine Great Cults. To this end they will scour the galaxy in their quest for ancient relics and forbidden fragments of knowledge, using them in diabolical rituals to earn the favour of Tzeentch and display their sorcerous prowess. In this section you will find rules allowing your **THOUSAND SONS CHARACTERS** to join one of the Great Cults of the Legion and learn new abilities as they rise to arcane new ranks.

AGENDAS

THOUSAND SONS armies can attempt to achieve unique Agendas in addition to those found in other publications. These represent the faction's unique goals and their particular methods of waging war.

REQUISITIONS

THOUSAND SONS armies have access to a number of bespoke Requisitions in addition to those found in other publications.

BATTLE TRAITS

As they gain experience and prowess, **THOUSAND SONS** units in your Crusade force can be given one of the Battle Traits in this section instead of one presented elsewhere.

BOONS OF TZEENTCH

Unique Battle Honours for **THOUSAND SONS CHARACTERS** that run the risk of turning your powerful warriors into Chaos Spawn.

CRUSADE RELICS

In addition to the Crusade Relics presented in other publications, **THOUSAND SONS CHARACTER** models can claim one of the Crusade Relics found here.

CRUSADE BADGES

Here you will find three Crusade Badges representing goals you can set yourself when campaigning with your Crusade force. Once one is achieved, you can set yourself a new goal, or take the opportunity to start a new Crusade force.

SUMMONED DAEMONS

When mustering your Crusade army, if you are using the Changehost of Deceit Detachment, you will be able to include **SCINTILLATING LEGIONS** units from your Order of Battle in your Crusade army. **SCINTILLATING LEGIONS** units can never gain Experience points or Battle Honours. However, they automatically pass any Out of Action tests they are required to take, so never gain Battle Scars. You can mark the Experience points section of such units' Crusade cards with 'N/A' to remind you.



BROTHERHOOD OF SORCERERS

The Sorcerers of the Thousand Sons all quest for knowledge and power, their nefarious plots and victories all designed to take their schemes another step forward as their machinations bear fruit and their status within their cult increases accordingly.

If your Crusade force includes one or more **THOUSAND SONS CHARACTER** units, those units will belong to one of the nine Great Cults and they will gain Lore points and Arcana points during your battles as they complete certain Agendas, recovering forbidden knowledge and sorcerous artefacts from the battlefields of the 41st Millennium. Each time a **THOUSAND SONS CHARACTER** gains one of these points, make a note of it on their Crusade card. When they have amassed enough, they can use them to perform a Diabolic Ritual (pg 108), and in doing so elevate themselves to a higher rank within their Cult, gaining new magical power.

THE NINE GREAT CULTS

There are nine Great Cults, each of which specialises in a different aspect of Tzeentch's power. Each time you add a **THOUSAND SONS CHARACTER** unit to your Crusade force (excluding **EPIC HEROES**), you must choose which of these Great Cults that **CHARACTER** owes their allegiance to – make a note of this on their Crusade card.

THE CULT OF MUTATION

This Great Cult embraces the warping of reality itself. By their hand, foes are reduced to mounds of mutating flesh and worlds transmogrified into daemonic hellscapes.

THE CULT OF PROPHECY

This Great Cult is guided by incessant whispers that bleed from the Warp. From these, they divine the outcomes of multiple futures and seek out events that can be twisted to their purposes.

THE CULT OF TIME

This Great Cult views past, present, and future as a flowing resource that can be shaped into a weapon; their efforts send ripples across time with implications for their enemies' present.

THE CULT OF SCHEMING

This insidious Great Cult creates convoluted plots as a form of worship. Every victory and apparent defeat is another cunningly placed step upon a road only they can see.

THE CULT OF MAGIC

This Great Cult employs pure, unfettered sorcery. They value the acquisition of all sorcerous arcana, the better to lend even greater might to their rituals.

THE CULT OF KNOWLEDGE

This Great Cult believes all lore to be theirs for the seizing, no matter how esoteric or malign; their immense wisdom allows them to predict their foes' every weakness.

THE CULT OF CHANGE

This Great Cult is anathema to order; they are the great unravellers, launching their armies wherever reason exists while, in places of anarchy, the cult appears to impose unnatural stasis.

THE CULT OF DUPLICITY

The psykers of this Great Cult are deceivers all, fractured yet unified in purpose. It is impossible to know whether their sects are acting in concert with or against one another's terrifying plans.

THE CULT OF MANIPULATION

Deceptive in the extreme, this Great Cult uses its tendrillar web of influence to sway the actions of its enemies. Networks of spies allow them to oversee the plots as they unfold.



PLOTS AND SCHEMES

When you muster a Crusade army, **THOUSAND SONS CHARACTER** units you include in it can all be from the same Great Cult, or they can be from different ones. Having a larger pool of Sorcerers from different Great Cults can help to further your **WARLORD**'s devious plans, but as all the Great Cults are rivals, such a force is likely to be more fractious and riven with internecine schemes. To represent this, at the end of the Determine Victor step, your **WARLORD** must take a Plots and Schemes test; to do so, it takes a Leadership test, with each of the following modifiers that apply:

- -1 if your Crusade army includes units from 2-3 different Great Cults.
- -2 if your Crusade army includes units from 4-6 different Great Cults.
- -3 if your Crusade army includes units from 7-9 different Great Cults.
- +1 if your Crusade army includes 1 or more other units from the same Great Cult as your **WARLORD**.
- +1 if you are the victor.

If that test is passed, select one **THOUSAND SONS CHARACTER** model from your Crusade army: if you select your **WARLORD**, that model gains 1 Lore point and 1 Arcana point; if you select another **CHARACTER**, that model gains either 1 Lore point or 1 Arcana point. If that test is failed, until the end of your next battle, the Diabolic Ritual Requisition (see below) costs 2RP for you to use instead of 1RP.

EPIC HEROES AND THE GREAT CULTS

When taking a Plots and Schemes test (see left), **THOUSAND SONS EPIC HEROES** from your Crusade force are not considered to belong to any one Great Cult, and so they are ignored for the purposes of working out which modifiers apply based on the different Great Cults your Sorcerers belong to – these mighty individuals are not concerned with the politicking of those beneath them, and none would dare challenge their power.

If a **THOUSAND SONS EPIC HERO** gains Lore or Arcana points, they jealousy hoard them for themselves. As such, feel free to track the points earned by your **EPIC HEROES** for bragging rights, but they have no other effect on your Crusade force.

DIABOLIC RITUALS

To elevate a **THOUSAND SONS CHARACTER** to the next rank in their Great Cult, they will require a certain number of Lore points and Arcana points, as displayed on pages 109-111. **TZAANGOR SHAMANS** can never progress further than the rank of Aelementus.

Each rank has an associated reward. Some of these are tagged 'Instant' and are applied immediately, while others are Great Cult Battle Honours that the model gains, increasing its Crusade points just like any other Battle Honour. When gaining such a Battle Honour, if that model already has its maximum number of Battle Honours, you must replace one of its existing Battle Honours that is not a Great Cult Battle Honour. Some of these Great Cult Battle Honours are also tagged with a Warp Charge value; these are additional Rituals that can be attempted only by models with that reward, following the normal process described in the Cabal of Sorcerers rule (pg 67), meaning that their effects trigger only when they are manifested.

After a battle, in the Update Crusade Cards step, if a **THOUSAND SONS CHARACTER** unit from your Crusade army has the required number of Lore and Arcana points to progress to the next rank in its Great Cult, it can perform a Diabolic Ritual (see right).

DIABOLIC RITUAL — 1RP

Complete the ritual, make the offerings, speak the dark words and power untold shall be yours.

Purchase this Requisition after a battle, in the Update Crusade Cards step. Select one **THOUSAND SONS CHARACTER** unit from your Crusade army, and deduct the Lore and Arcana points required for the next rank in its Great Cult from its Crusade card. That **CHARACTER** gains that rank and the associated reward.

Lore Points
On the following pages, Lore points are presented as shown here.

Arcana Points
On the following pages, Arcana points are presented as shown here.

CULT OF MUTATION

AELEMENTUS

1 2

REWARD

Exalted Mutation (Instant): This model gains one Boon of Tzeentch (pg 116) of your choosing, or two randomly determined Boons of Tzeentch.

ESOTERIST

2 2

REWARD

Touch of Vicissitude (Battle Honour): Each time this model's unit is selected to fight, select one of the following abilities: **[LETHAL HITS]**; **[SUSTAINED HITS 1]**. Until the end of the phase, this model's melee weapons have the selected ability.

MAGISTER TEMPLI

3 5

REWARD

Warp Reality (Battle Honour – Psychic – Warp Charge 7): Select one **AREA TERRAIN** feature within 24" of and visible to the manifesting model, then roll one D6 for every enemy model that is within that **AREA TERRAIN** feature: for each 6, that model's unit suffers 1 mortal wound. If the Psychic test result for this Ritual was 11+, for each 5+, that model's unit suffers 1 mortal wound instead (to a maximum of 6 mortal wounds in either case).

CULT OF PROPHECY

AELEMENTUS

2 1

REWARD

Empyric Portents (Battle Honour): In the Determine Attacker and Defender step, if your Crusade army includes one or more models with this reward, do not roll off to determine the Attacker and Defender. Instead, you choose whether you will be the Attacker or Defender (if your opponent has a rule to the same effect, roll off as normal).

ESOTERIST

2 2

REWARD

Divine the Future (Battle Honour – Psychic – Warp Charge 8): You gain 1CP. If the Psychic test for this Ritual was 11+, the manifesting model gains 1 Lore point as well.

MAGISTER TEMPLI

4 4

REWARD

Guided by the Whispers (Battle Honour): In the Select Crusade Blessings step, roll one D6 for each model from your Crusade army with this reward: if one or more of those results is a 4+, you can select one additional Crusade Blessing this battle.

CULT OF TIME

AELEMENTUS

1 2

REWARD

Time Flux (Instant): You can either remove all Battle Scars this model has, or select one other **THOUSAND SONS** unit on your Order of Battle and remove one Battle Scar from that unit.

ESOTERIST

1 3

REWARD

Psyncopation (Battle Honour): You can re-roll Advance and Charge rolls made for this model's unit.

MAGISTER TEMPLI

3 5

REWARD

Immaterial Echo (Battle Honour – Psychic): Each time this model manifests the Temporal Surge Ritual (pg 67), if the Psychic test result for that Ritual was 12+, you can select two friendly **THOUSAND SONS** units that are not within Engagement Range of one or more enemy units and within 24" of and visible to this model, instead of one. Each of those units can make a Normal move up to 6". Until the end of the turn, neither of those units are eligible to declare a charge.



CULT OF SCHEMING

AELEMENTUS

2 | 1

REWARD

Grand Schemer (Instant): Roll one D6: on a 1-3, you gain 1RP; on a 4-6, you gain D3RP.

ESOTERIST

2 | 2

REWARD

Seeded Strategy (Battle Honour): Each time your opponent uses a Stratagem, roll one D6: on a 5, you gain 1CP; on a 6, you gain 1CP and this model gains 1 Lore point.

MAGISTER TEMPLI

4 | 4

REWARD

Ulterior Ruse (Battle Honour): In the Select Agendas step, roll one D6 for each model from your Crusade army with this reward: if one or more of those results is a 2+, you can select one additional **THOUSAND SONS** Agenda this battle; if one or more of those results is a 5+, you can select two additional **THOUSAND SONS** Agendas instead. this battle.

CULT OF MAGIC

AELEMENTUS

0 | 3

REWARD

Opus Arcana (Instant): You can deduct 1 or 2 Lore points from this model: if you deduct 1, this model gains D3 Arcana points; if you deduct 2, this model gains 3 Arcana points.

ESOTERIST

0 | 4

REWARD

Occult Fixation (Battle Honour – Psychic): Each time this model Channels the Warp (pg 67), add 1 to the result of that Psychic test.

MAGISTER TEMPLI

0 | 8

REWARD

Kaleidoscopic Blast (Battle Honour – Psychic): Each time this model manifests the Doombolt Ritual (pg 67), if the Psychic test result for that Ritual was 14+, you can select two enemy units that are within 24" of and visible to this model, instead of one (all other restrictions apply). Both selected units suffer D3+3 mortal wounds.

CULT OF KNOWLEDGE

AELEMENTUS

3 | 0

REWARD

Ardent Scholar (Battle Honour): Each time this model is Marked for Greatness, roll one D6: on a 1-2, this model gains 1 Lore point; on a 3-5, this model gains D3 Lore points; on a 6, this model gains D3 Lore points and D3XP.

ESOTERIST

4 | 0

REWARD

Sacrificial Grimoire (Instant): You can deduct 1 or 2 Arcana points from this model: if you deduct 1, this model gains D3 Lore points; if you deduct 2, this model gains 3 Lore points.

MAGISTER TEMPLI

8 | 0

REWARD

Thief of Enigmas (Battle Honour – Psychic): Each time this model manifests the Destiny's Ruin Ritual (pg 67), if the Psychic test result for that Ritual was 13+, you can select two enemy units that are within 24" of and visible to this model, instead of one. Until the end of the phase, each time a friendly **THOUSAND SONS** unit makes an attack that targets one of those units, you can re-roll the Hit roll.



CULT OF CHANGE

AELEMENTUS

1 | 2

REWARD

Destiny's Aberration (Instant): Select either this model or one other **THOUSAND SONS** unit (excluding **CHARACTERS**) from your Crusade army that has one or more Battle Traits, then select one Battle Trait the selected model/unit has and replace it with one new **THOUSAND SONS** Battle Trait (this must be one it can have).

ESOTERIST

3 | 1

REWARD

Arch Instigator (Battle Honour): Add 2 to this model's Wounds characteristic.

MAGISTER TEMPLI

4 | 4

REWARD

Fickle Revelation (Battle Honour): At the end of the Declare Battle Formations step, select one **THOUSAND SONS** Battle Trait (this can be a **RUBRICAE** Battle Trait, even though this model does not have that keyword, but it must otherwise be a Battle Trait this model can have and cannot be a Battle Trait this model, or the unit it is attached to, already has). Until the end of the battle, this model (and any unit it is attached to) is considered to have that Battle Trait.

CULT OF DUPLICITY

AELEMENTUS

2 | 1

REWARD

Artful Dualism (Instant): This model can either use the Renowned Heroes Requisition once, for 0RP (even if it has not gained a Crusade rank), or it can gain one Artificer or Antiquity Crusade Relic of your choice.

ESOTERIST

2 | 2

REWARD

Misinformator (Battle Honour): After both players have deployed their armies, you can select one **THOUSAND SONS** unit from your Crusade army and redeploy it. When doing so, you can set that unit up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

MAGISTER TEMPLI

3 | 5

REWARD

Sorcerous Facade (Battle Honour – Psychic – Warp Charge 6): Select one friendly **THOUSAND SONS INFANTRY** or **THOUSAND SONS MOUNTED** unit within 24" of and visible to the manifesting model. That unit is removed from the battlefield and placed into Strategic Reserves. If the Psychic test for this Ritual was 10+, set that unit back up on the battlefield immediately using the Deep Strike ability.

CULT OF MANIPULATION

AELEMENTUS

2 | 1

REWARD

Malevolence (Battle Honour): At the end of the battle, this model gains 1XP and 1 Lore or Arcana point (your choice) for each different Agenda your opponent selected at the start of the battle that one or more of their units subsequently gained XP from.

ESOTERIST

4 | 0

REWARD

Mirrored Machinator (Battle Honour): In the Determine Victor step, if you are not the victor, roll one D6 for each model from your Crusade army with this reward that is on the battlefield. If one or more of those results are a 4+, you gain that battle's Victor Bonus anyway.

MAGISTER TEMPLI

6 | 2

REWARD

Shadow Puppeteer (Battle Honour – Psychic – Warp Charge 8): Select one enemy unit within 24" of and visible to the manifesting model. Until the start of your next Shooting phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll. If the Psychic test result for this Ritual was 12+, subtract 1 from the Wound roll as well.

AGENDAS

If your Crusade army includes any THOUSAND SONS units, you can select Agendas from those presented here.

PURSUIT OF KNOWLEDGE

The Thousand Sons will conduct sprawling wars, slaughter armies and burn entire worlds to acquire sorcerous lore.

At the end of the battle, if there are more units from your Crusade army wholly within your opponent's deployment zone than there are units from their army wholly within it (excluding Battle-shocked units from both totals), select up to three of those units that are not Battle-shocked; each of those units gains 2XP and for each of those units that is a **THOUSAND SONS CHARACTER** unt, roll one D6: on a 2+, that unit gains 1 Lore point.

MALEFIC SIGILS

This battlefield lies at the nexus of a grand psychic construct stretching space and time. Its interdimensional vertices must be empowered by the laying of ritual sigils. Only then will this region slot into place as part of a malefic scheme.

For each battlefield quarter, the first time in each of your turns that a **THOUSAND SONS PSYKER** model from your Crusade army manifests a Ritual (pg 67) while wholly within that battlefield quarter, that model casts sigils over that battlefield quarter.

- At the end of the turn, if three battlefield quarters have had sigils cast over them this turn, the units of the three **PSYKER** models that cast those sigils each gain 1XP.
- At the end of the turn, if all four battlefield quarters have had sigils cast over them this turn, the units of the four **PSYKER** models that cast those sigils each gain 1XP and, if your **WARLORD** is on the battlefield, it also gains 1XP (whether it cast sigils this turn or not).

At the end of the turn, all sigils cast over the battlefield dissipate and are lost. **PSYKER** models from your Crusade army can attempt to cast sigils again in your next turn. A unit cannot gain more than 3XP per battle from this Agenda. At the end of the battle, if your **WARLORD** gained 2 or more XP from this Agenda, in the Determine Victor step, you can re-roll that model's Plots and Schemes test (pg 108).

ARCANA LONG BURIED

By exhuming the long-buried remains of fractured artefacts or Rubricae armour, the Thousand Sons can perform rituals of rebinding that soon see the power of their thrallbands swollen anew.

At the start of the battle, all objective markers on the battlefield are unsearched. At the start of your Shooting phase, you can select one **THOUSAND SONS** unit from your Crusade army that is not Battle-shocked and is eligible to shoot. That unit is tasked to search an objective marker, and until the end of your turn is not eligible to shoot or declare a charge.

At the end of that turn, if that unit is within range of an objective marker you control that has not been searched by your Crusade army, that objective marker is searched by your Crusade army, that unit gains 2XP (or 3XP instead if that objective marker is wholly within your opponent's deployment zone), and you roll one D6: on a 3+, if that unit has the **CHARACTER** keyword, it gains 1 Arcana point. A unit cannot gain more than 3XP per battle from this Agenda.

SORCEROUS PROWESS

Even as the foes futilely fight to escape their destiny, they cannot comprehend the magisterial work they are part of. The sorcerous leaders of this thrallband seek to complete a sacrificial ritual of great import. The foes must be slain one by one using the power of the Warp, and their souls offered up in the name of greater glories.

Each time a **THOUSAND SONS PSYKER** unit from your Crusade army destroys an enemy unit, that **THOUSAND SONS** unit gains 1XP (if that enemy unit was destroyed by a Psychic Attack, that **THOUSAND SONS** unit gains 2XP instead). A unit cannot gain more than 3XP per battle from this Agenda. If a **CHARACTER** unit gains 2 or more XP from this Agenda in a battle, at the end of that battle, you can select that unit for the Diabolic Ritual Requisition for 0RP (provided it has sufficient Lore and Arcana points to gain its next rank – see page 108).

REQUISITIONS

If your Crusade army includes any THOUSAND SONS units, you can spend Requisition points (RP) on any of the following Requisitions.

DESTINED ASCENSION 2RP

The ultimate reward for a mortal servant of the Changer of the Ways, the mantle of daemonhood confers immortality and unimaginable dark power. However, its price is an eternity of servitude to Tzeentch's will.

Purchase this Requisition when a **THOUSAND SONS CHARACTER** unit from your Crusade force (excluding **DAEMON** units) that has three Boons of Tzeentch (pg 116) reaches the Heroic or Legendary rank. Remove that unit from your Order of Battle and replace it with one **DAEMON PRINCE OF TZEENTCH** or **DAEMON PRINCE OF TZEENTCH WITH WINGS** model. The new model has the same number of Battle Honours, XP, Arcana and Lore points as the unit it replaced. The new model can keep any Boons of Tzeentch the unit it replaced had, even though **DAEMON** models cannot normally have Boons of Tzeentch. Any Battle Scars the replaced unit had are not retained. You cannot purchase this Requisition if doing so would cause your Crusade force to exceed its current Supply Limit.

FLESH-CHANGE 1RP

The climb to power amongst the Thousand Sons is precipitous, the price of failure always seething within the flesh of Magnus' scions. One slip, one misstep, and hideous damnation awaits.

Purchase this Requisition either before or after a battle. Select one **THOUSAND SONS CHARACTER** unit from your Crusade force that has one or more Boons of Tzeentch (excluding **DAEMON** units). That unit immediately gains one additional Boon of Tzeentch and is then removed from your Order of Battle and replaced with one **THOUSAND SONS CHAOS SPAWN** unit containing 1 model (this new unit has the same points value as **CHAOS SPAWN** unit containing 2 models). The new unit has the same number of Battle Honours and XP as the unit it replaced, it loses all Arcana and Lore points it had (and can never gain any more by any means), and it gains the Lone Operative ability. The new unit also keeps any Boons of Tzeentch the unit it replaced had, even though **CHAOS SPAWN** units cannot normally have Boons of Tzeentch. Any Battle Scars the replaced unit had are not retained. You cannot purchase this Requisition if doing so would cause your Crusade force to exceed its current Supply Limit.

INVOKE THE ARCHITECT OF FATE 1RP

Those who take control of their fate, reshaping the galaxy to fit their desires, will always draw the regard – and often the rewards – of the Great Sorcerer.

Purchase this Requisition after any battle (you can only purchase this Requisition once after each battle). Select one **THOUSAND SONS CHARACTER** model from your Crusade army that has 3 or more Lore points and/or 3 or more Arcana points. Remove 3 Lore points or 3 Arcana points from that model and roll one D6: on a 1, your model gains 1 Battle Scar and 3XP; on a 2-3, your model gains D3 Arcana points and D3XP; on a 4-5, your model gains D3 Lore points and D3XP; on a 6, your model gains one Boon of Tzeentch (pg 116) and 1XP.

RUTHLESS POLITICKING 1RP

Power plays, twisted schemes and the puppeteering of rivals' agendas mark the hierarchy of every Great Cult.

Purchase this Requisition after any battle, before any Out of Action tests are taken (you can only purchase this Requisition once after each battle). Select one **THOUSAND SONS CHARACTER** unit from your Crusade army with the Blooded rank or higher that was on the battlefield at the end of the battle to be the Schemer, and one **THOUSAND SONS CHARACTER** unit from your Crusade army with the Blooded rank or higher that was destroyed during the battle to be the Puppet. The Schemer is Marked for Greatness in addition to any other unit from your Crusade army, and gains either 1 Arcana or 1 Lore point (your choice). The Puppet automatically fails its Out of Action test for this battle.

PATH TO ENLIGHTENMENT 1RP

Elevation to a more blessed state for the mutant Tzaangors is a painful and savage apotheosis, one in which only the strongest and most insane survive.

Purchase this Requisition before a battle. Select one **TZAANGORS** unit from your Crusade force. Remove that unit from your Order of Battle and replace it with one **TZAANGOR ENLIGHTENED** unit. The new unit has the same number of Battle Honours, Battle Scars and XP as the unit it replaced, and until it is removed from your Order of Battle, each time that unit is Marked for Greatness, it gains 5XP instead of 3XP. You cannot purchase this Requisition if doing so would cause your Crusade force to exceed its current Supply Limit.



BATTLE TRAITS

When a THOUSAND SONS unit gains a Battle Trait, you can use one of the tables presented here to determine which Battle Trait that unit has gained.

MUTANT UNITS — D6

ENTHRALLING SOUL-MARK

The soul-scent of those with something of worth to a thrallband – an esoteric relic, perhaps, or forbidden knowledge – is projected into the minds of these twisted creatures. Like a lure, they are drawn to tear their master's target apart.



At the start of the battle, select one unit from your opponent's army. Each time a model in this unit makes a melee attack that targets that unit, that attack has the **[SUSTAINED HITS 1]** and **[PRECISION]** abilities and, if that enemy unit is destroyed by a melee attack made by this unit, at the end of the battle, you can select one **THOUSAND SONS CHARACTER** model from your Crusade army. That model gains 1 Arcana point.

INHUMAN SAVAGERY

These mutants are particularly ferocious creatures, their insanity making them capable of reaching incredible levels of savagery in the fury of combat.



Each time this unit makes a Charge move, until the end of the turn, add 1 to the Attacks and Strength characteristics of melee weapons equipped by models in this unit.

MUTATED BEYOND REASON

Endless war and exposure to their thrallband's most corrupting magicks have rendered these abominations truly terrifying to behold. A single glance upon such horror is to risk one's sanity.



At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this Battle Trait must take a Battle-shock test, subtracting 1 from that test.

VEHICLE UNITS — D6

DARK RUNES

Eye-bleeding sigils applied to the hull in the blood of seers project a nimbus of ethereal power that snatches away deadly shots.



VEHICLE models in this unit have a 5+ invulnerable save against ranged attacks. **DAEMON** and **SEKHETAR ROBOT** models in this unit have a 4+ invulnerable save against ranged attacks instead.

MUTATED HULL

Warp-cursed ceramite and buckles and bubbles under the power of change as easily as flesh. This war engine's structure reshapes itself in a visceral swirl that dysmanifests damage instantly.



At the start of your Command phase, one **VEHICLE** model in this unit regains up to D3 lost wounds. In addition, you can re-roll failed Out of Action tests for this unit.

SPIRIT OF CHANGE

This vehicle's controlling animus has been blessed by the Architect of Fate such that its every devastating attack renders catastrophic change.



Each time this unit is selected to shoot or fight, you can re-roll one Hit roll, one Wound roll or one Damage roll made for an attack made by a **VEHICLE** model in this unit while resolving those attacks.

RUBRICAE UNITS D6

RECURRENT REBINDING

These Rubricae are entwined with a chronometrically looped spell of rebinding that seals rents in their armoured prisons as swiftly as they are formed.

Models in this unit have the Feel No Pain 6+ ability against mortal wounds and attacks with an unmodified Damage characteristic of 1. While a **CHARACTER** model is leading this unit, that **CHARACTER** has the Feel No Pain 5+ ability.

WRATH OF THE WRONGED

The bitterness that consumes the souls of many Thousand Sons champions seeps from their thoughts into their Rubricae.

While there are one or more **PSYKER** models in this unit, each time a model in this unit makes an attack, add 1 to the Hit roll if this unit is below its Starting Strength, and add 1 to the Wound roll as well if this unit is Below Half-strength.

RELENTLESS PURPOSE

These spirit warriors march into battle with renewed animus, their aim never wavering.

Ranged weapons equipped by models in this unit have the **[ASSAULT]** ability.

OCCULT APPARITIONS

The armour of these Rubricae has been enchanted to project illusory facades that distract their foes until it is too late.

While there are one or more **PSYKER** models in this unit, this unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

LOYALTY OF AMBITION

A thrallband's lesser psykers are watched carefully while on the path to becoming great Sorcerers themselves.

Add 1 to the Wounds characteristic of the Aspiring Sorcerer or Scarab Occult Sorcerer model in this unit, and improve the Attacks, Ballistic Skill and Weapon Skill characteristics of Psychic weapons equipped by that model by 1.

FATED EMERGENCE

The armoured forms of these warriors have been inscribed with portents in an ancient Prosperine script, opening hidden pathways that lead to the ruin of their enemies.

Models in this unit have the Deep Strike ability. If this unit has the **TERMINATOR** keyword, you can target this unit with the Rapid Ingress Stratagem for 0CP.

CHARACTER UNITS D6

MALEFIC SURGE (PSYCHIC)

This battle psyker enacts their Warp rituals as if with a vicious empyric blade, slicing open the barrier to the Empyrean and allowing the predatory shoals beyond a momentary feeding frenzy.

Each time this model makes a Psychic Attack, add 1 to the Wound roll.

EYE OF TZEENTCH

The regard of the Change God is upon this champion, propelling them towards either glory or ruin.

Each time this model is Marked for Greatness, it earns 5XP rather than 3XP. In addition, each time this model gains a Boon of Tzeentch (pg 116), you can re-roll the result when determining which Boon is gained.

ASPIRING MAGISTER

The drive to change one's status sees many Thousand Sons champions amass quantities of arcane lore to aid them in their ambitious quest.

Improve this model's Leadership and Objective Control characteristics by 1 and, if this model is your **WARLORD** and it passes its Plots and Schemes test after the battle (pg 108), it gains 1 additional Lore point.



BOONS OF TZEENTCH

Boons of Tzeentch are a type of Battle Honour that can be given to **THOUSAND SONS CHARACTER** models. Each time a **THOUSAND SONS CHARACTER** model from your Crusade army would gain a Battle Honour, you can choose for it to gain a Boon of Tzeentch. **DAEMON PRINCE** models cannot gain Boons of Tzeentch, and no model from your Crusade force can have more than three Boons of Tzeentch.

Each time a model gains a Boon of Tzeentch, roll a D33 to randomly determine one from the table on the right. To do so, roll two D3 one after the other: the first result determines your 'tens' and the second your 'units'. For example, if you roll two D3 and the first result is a 2 and the second is a 1, the D33 result is 21.

A model can have more than one Boon of Tzeentch, but if you roll a result that duplicates a Boon of Tzeentch a model already has, that model's unit suffers Spawndom (see below). As with any Battle Honour, make a note on a model's Crusade card when it gains a Boon of Tzeentch, and increase its Crusade points by 1.

SPAWNDOM

To court the favour of the Architect of Fate is to risk madness and mutation beyond reason. Many powerful champions have disappeared beneath an overabundance of gifts, ending their Path to Glory as mindless aberrations of insane mutation. These mindless beasts are then herded with other unfortunate Spawn and goaded towards the enemy to enact Tzeentch's unfathomable plan.

If a **THOUSAND SONS** unit from your Order of Battle suffers Spawndom, remove that unit from your Order of Battle, then add a new **THOUSAND SONS CHAOS SPAWN** unit to your Order of Battle. The new unit has the same number of Battle Honours and XP as the unit it replaced, it loses all Arcana and Lore points it had (and can never gain any more by any means). If adding this unit would cause your Crusade points total to exceed your Crusade force's Supply Limit, you must first increase your Supply Limit (such as by using the Increase Supply Limit Requisition) or your unit is removed from your Order of Battle and no new unit is added in its place.

BOONS OF TZEENTCH	D33
Temporal Distortion: Add 1 to Advance and Charge rolls made for this model's unit.	11
Flesh Sigils: This model has the Feel No Pain 5+ ability (if this model is a **CHAOS SPAWN** model, it has the Feel No Pain 4+ ability instead).	12
Raptorial Talons: Improve the Strength and Armour Penetration characteristics of this model's melee weapons by 1.	13
Flame-wreathed: Each time this model makes a melee attack, you can re-roll the Hit roll.	21
Crystalline Body: Each time a ranged attack is allocated to this model, on an unmodified saving throw of 6, the attacking unit suffers 1 mortal wound after it has finished making its attacks.	22
Immaterial Edge: This model's melee weapons have the **[DEVASTATING WOUNDS]** ability.	23
Warp Strider: Add 1" to the Move characteristic of models in this model's unit, and each time a model in this model's unit makes a Normal, Advance, Fall Back or Charge move, it can move horizontally through models and terrain features. If this model is wholly within your opponent's deployment zone at the end of the battle, roll one D6: on a 4+, this model gains 1 Arcana point.	31
Aura of Illusion: This model has the Stealth ability, and while this model is leading a unit, each time a ranged attack targets that unit, if the attacking model is not within 12", subtract 1 from the Hit roll.	32
Forewarned by Fate: Once per battle round, when an attack is allocated to the bearer's unit, you can change the Damage characteristic of that attack to 0. If this model is within range of an objective marker that you control at the end of the battle, and that objective marker is not within your deployment zone, roll one D6: on a 4+ this model gains 1 Lore point.	33

CRUSADE RELICS

When a THOUSAND SONS CHARACTER model gains a Crusade Relic, you can select one of the Relics presented here.

ARTIFICER RELICS

PERFIDIOUS TOME

Reading from this infernal treatise, the bearer discovers hidden truths on one page and utter madness on the next.

Each time the bearer Channels the Warp (pg 67), before rolling the additional D6, the bearer can use this Crusade Relic. If it does, take a Battle-shock test for the bearer: if that test is passed, the bearer gains 1 Lore point and that additional D6 is automatically an unmodified 6; otherwise, the Ritual being attempted fails.

SEER'S BANE

The magic-infused alloys of this daemon weapon form the prison for the disgraced Lord of Change Malach'raccatax, who once uttered an unvarnished truth in the presence of Lord Tzeentch. It is said this ensorcelled weapon is the bane of learned foes and can cut through the thoughts of those earning its master's ire as easily as it slices apart their flesh.

Each time the bearer makes an attack with a Psychic melee weapon, improve the Strength, Armour Penetration and Damage characteristics of that attack by 1. Each time the bearer makes an attack with a Psychic melee weapon that targets a **PSYKER** unit, improve the Strength, Armour Penetration and Damage characteristics of that attack by 2 instead.

PENTAKAIRIC ARMOUR

Only a mage who has mastered the nine-hundred and ninety-nine rites of ascension may wear the Pentakairic Armour. A ward-etched prison for trammelled daemonic entities, this glowing plate compels its luckless prisoners to wield their full unnatural might in its wearer's defence.

The bearer has a Save characteristic of 2+ and a 4+ invulnerable save.

ANTIQUITY RELICS

HELM OF THE DAEMON'S EYE

This warped battle helm is set with the crystallized eye of the daemon-seer Yzmaxis the Perceptor. Extruded crystalline strands bore into the wearer's scalp and conjoin the daemon's eye with their living mind. So do they perceive the artefact's unnatural warnings, seeing beyond shadows to threats yet to come.

Enemy units that are set up on the battlefield from Reserves cannot be set up within 12" of the bearer.

HOURGLASS OF MANAT

Some of Magnus' gene-sons hold that the bearer of this artefact can traverse death nine times, yet none save the fabled Sorcerer Manat have mastered its use more than once.

The first time the bearer is destroyed, roll one D6 at the end of the phase. On a 2+, set the bearer back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with 3 wounds remaining.

PRISM OF ECHOES

This ancient crystal is said to have been recovered from amongst the despoiled ruins of Prospero. It resonates with the psychic death agonies of all those who fell along with their world on its final day so that even the gheists of the Rubricae are moved to vengeful fury by its presence.

Once per battle, at the start of any phase, the bearer can use this Crusade Relic. If it does, until the end of the phase, the bearer has the following ability:

Prism of Echoes (Aura): While a friendly **RUBRICAE** unit is within 6" of the bearer, add 1 to the Attacks characteristic of weapons equipped by non-**PSYKER** models in that unit.

LEGENDARY RELIC

ATHENAEAN SCROLLS

Ahriman consumed the knowledge contained in the Athenaeum of Kallimakus long ago, but not all of the Athenaeum's founders were slain when their repository of knowledge was destroyed. Some of their lore has since been transcribed to keep an echo of that great library. One who possesses these texts has access to techniques that make their spells exceptionally potent.

You can select the bearer to attempt up to two Rituals per turn instead of only one (pg 67), and each time you select the bearer to attempt a Ritual, you can first discard either 1 Lore point or 1 Arcana point the bearer has. If you discard 1 Lore point, until the end of the phase, the bearer can attempt a Ritual even if another model from your Crusade army has already manifested that Ritual this turn. If you discard 1 Arcana point, until the end of the phase, each time you take a Psychic test for the bearer, after rolling all of the dice but before the bearer suffers any mortal wounds, you can re-roll all of those dice.

CRUSADE BADGES

When your Crusade force accomplishes specific long-term goals, you can earn the Crusade badges shown below, representing your warriors' successes over many battles.



ASPIRING CONSPIRATOR

Your victories and conquests have been wrought with the scheming manipulations of a true scion of the Crimson King. Your thralls enact subplots of their own that are, in truth, masterminded by you alone, and the glories of the Lord of Fate have blessed your twisted campaigns with arcane boons of transmutative divinity. Greatness whispers in beckoning sibilance from beyond the veil.

- You have won three or more battles.
- Three or more **CHARACTERS** on your Order of Battle have reached the Aelementus rank or higher.
- One or more **THOUSAND SONS CHARACTER** units from your Crusade force have one or more Boons of Tzeentch.



HIGH ACOLYTE

You have advanced into the deeper mysteries of the galaxy as a disciple of ritual truths and a curator of falsehoods. Now is the time to exploit your lore to expand your control of sorcery.

- You have won six or more battles.
- Three or more **CHARACTERS** on your Order of Battle have reached the Esoterist rank or higher.
- One or more **THOUSAND SONS CHARACTER** units from your Crusade force have two or more Boons of Tzeentch.
- You have used the Flesh Change Requisition to add one new unit to your Order of Battle or one or more **THOUSAND SONS CHARACTER** models on your Order of Battle have suffered Spawndom (pg 116).



ARCH MAGISTER

You have amassed the arcana of lost empires and unleashed your embittered spite across countless battlefields. Your eldritch wisdom has elevated you – or one of your duplicitous aliases – to the exalted rule of one of the Great Cults. The Lord of Sortiarius ushers you into one of his nine-hundred and ninety-nine Grand Schemes. The universe's most sanity-blasting enigmas quiver in dread as your acquisitive gaze turns upon them.

- You have won ten or more battles.
- Three or more **CHARACTERS** on your Order of Battle have reached the Magister Templi rank or higher.
- You have used the Destined Ascension Requisition to add one new unit to your Order of Battle.

NAME GENERATOR

If you wish to create a name for one of your Thousand Sons, you can use the tables below, picking your preferred components or rolling a D66 to determine a name. To roll a D66, roll two D6, one after the other – the first represents tens and the second represents digits, giving you a result between 11 and 66.

PERSONAL NAME	D66
Hasmet	11
Akhorath	12
Thasmotep	13
Ahrak	14
Kythanos	15
Tzavus	16
Nyarath	21
Vorthis	22
Svathus	23
H'trathyn	24
Azmek'yr	25
Phyroc	26
Mesmoth	31
Shadr'thar	32
Amon	33
Estophere	34
Khrovas	35
Madrax	36
Sanakht	41
T'sheng	42
Zekhth	43
Usmep	44
Osh'khor	45
Vrekh	46
Zah'mat	51
Khavrys	52
Seth	53
Ahmuz	54
Omarhotec	55
Ish'kas	56
Vyrus	61
Tshang'yr	62
V'kesh	63
Othar	64
Hasmur	65
T'sarvina	66

RITUAL NAME	D66
the Seer	11
Fate-twister	12
the Soul-thief	13
Pyreclaw	14
the Living Maze	15
the Splintered	16
Vhex	21
Kh'vash	22
the Puppetmaster	23
the Rune-smith	24
Ept	25
the Hexling	26
Kharrogrim	31
the Immolator	32
Vhyre	33
Astraxis	34
the Soulless	35
Thricecursed	36
the Silenced	41
Wyrdspinner	42
the Faithless	43
Warp-tongued	44
Ruinspake	45
the Accursed	46
the Unbound	51
the Gilded	52
Hesp	53
Vharzak	54
Mirrorblade	55
of the Thousand Eyes	56
Warpweaver	61
the Living Storm	62
the Limitless	63
Infinitus	64
Silver-tongue	65
Hawkseye	66

THOUSAND SONS NAMES

The scions of Magnus the Red know that there is power in names. Many adopt varied epithets, each used in specific ritual contexts. A name can be a weakness, as the Thousand Sons know all too well, especially those who employ a daemon's true name to compel it to provide some infernal aid.

Many of a Sorcerer's names are obfuscated, sometimes merely prosaic pseudonyms, at others ritual titles that drive slivers of obeisance into the minds of those who hear them. Few of the Rubricae are known by anything more than a single name to their masters. The Tzaangors have their own dark tongue amongst themselves, yet some use the names of Magnus' sons, emulating Tzeentch's greatest mortal servants.



POINTS VALUES

You can use this section to determine the points (pts) value of each unit from your army. Each entry lists the unit's size (which may include a lower and upper limit) and the associated points value for that size. You can learn more about using points to muster your army on pages 55-56 of the Core Rules.

In addition to the points values printed here – which you can always use in agreement with your opponent – this Codex is supported with live online points values and rules updates so that you can enjoy the most balanced and exciting games of Warhammer 40,000. To access these resources, scan this QR code or check the Warhammer 40,000 app.



Ahriman
1 model ..... 115 pts

Chaos Land Raider
1 model ..... 240 pts

Chaos Predator Annihilator
1 model ..... 155 pts

Chaos Predator Destructor
1 model ..... 155 pts

Chaos Rhino
1 model ..... 95 pts

Chaos Spawn
2 models ..... 65 pts

Chaos Vindicator
1 model ..... 175 pts

Daemon Prince of Tzeentch
1 model ..... 200 pts

Daemon Prince of Tzeentch with Wings
1 model ..... 190 pts

Defiler
1 model ..... 190 pts

Exalted Sorcerer
1 model ..... 85 pts

Exalted Sorcerer on Disc of Tzeentch
1 model ..... 110 pts

Forgefiend
1 model ..... 150 pts

Helbrute
1 model ..... 130 pts

Heldrake
1 model ..... 215 pts

Infernal Master
1 model ..... 70 pts

Magnus the Red
1 model ..... 420 pts

Mutalith Vortex Beast
1 model ..... 170 pts

Rubric Marines
5 models ..... 110 pts
10 models ..... 220 pts

Scarab Occult Terminators
5 models ..... 210 pts
10 models ..... 420 pts

Sekhetar Robots
2 models ..... 145 pts
4 models ..... 290 pts

Sorcerer
1 model ..... 65 pts

Sorcerer in Terminator Armour
1 model ..... 100 pts

Tzaangor Enlightened
3 models ..... 60 pts
6 models ..... 120 pts

Tzaangor Enlightened with Fatecaster Greatbows
3 models ..... 55 pts
6 models ..... 110 pts

Tzaangor Shaman
1 model ..... 55 pts

Tzaangors
10 models ..... 70 pts
20 models ..... 140 pts

SCINTILLATING LEGIONS

Blue Horrors
10 models ..... 115 pts

Flamers
3 models ..... 70 pts
6 models ..... 140 pts

Kairos Fateweaver
1 model ..... 260 pts

Lord of Change
1 model ..... 250 pts

Pink Horrors
10 models ..... 140 pts

Screamers
3 models ..... 80 pts
6 models ..... 160 pts

DETACHMENT ENHANCEMENTS

Changehost of Deceit
Diabolic Savant ..... 20 pts
Duplicitous Malediction ..... 15 pts
Nethershriek Mind-eater ..... 10 pts
Tome of True Names ..... 20 pts

Grand Coven
Eldritch Vortex of E'taph ..... 25 pts
Incandaeum ..... 15 pts
Lord of Forbidden Lore ..... 20 pts
Umbralefic Crystal ..... 20 pts

Rubricae Phalanx
Arcane Thralls ..... 5 pts
Lord of the Rubricae ..... 15 pts
Risen Rubricae ..... 30 pts
The Stave Abominus ..... 20 pts

Warpforged Cabal
Biomechanical Mutation ..... 15 pts
The Perplexing Cloak ..... 20 pts
Warp Syphon ..... 5 pts
Warp-cursed Runemaster ..... 10 pts

Warpmeld Pact
Bray Lord ..... 15 pts
Diamond of Distortion ..... 20 pts
Flowing Flesh ..... 10 pts
Warpmeld Dagger ..... 10 pts



Wreathed in malign magicks, the Thousand Sons attack amidst an inferno of Warp magic and mutation. Each of this Traitor Legion's psychic warriors wields sorcery of incredible power. These puppet masters command what remains of the Legion's battle-brothers, the deathless Rubricae, whose spirits remain trapped in their sigil-carved armour. Even after millennia, these suits of haunted battle plate fight with all the skill the warriors held in life. Alongside them are shrieking packs of mutants, lumbering fleshy monstrosities, rune-etched battle tanks and daemon-possessed engines. Heirs to the rampant ambition and arrogance of their gene-sire, the Daemon Primarch Magnus the Red, the Thousand Sons seek forbidden knowledge and arcane relics. They are the greatest mortal servants of the Chaos God Tzeentch, committing magical sacrifices and abhorrent rituals as part of their labyrinthine schemes of cosmic change.

INSIDE YOU WILL FIND:

- The legendary fall into damnation and sorcerous histories of the Thousand Sons, along with details of the eldritch wars that these manipulative schemers wage in search of ever greater power.
- All the rules you will need to convene your collection of Thousand Sons Citadel miniatures into a malefically twisted tabletop army ready to engage in Combat Patrol, Crusade or matched play games of Warhammer 40,000.
- A prismatic showcase of superbly painted Citadel miniatures that displays the magical sigils and ritual colours of the Thousand Sons, as well as a step-by-step painting guide to get your collection Battle Ready and into action on the tabletop battlefield.

ISBN 978-1-80457-526-0

9 781804 575260 >

DESIGNED IN THE UK

PRINTED IN CHINA

60 03 01 02 033

WARHAMMER.COM

GAMES WORKSHOP

Manufactured by:
Games Workshop Limited. Willow Road, Nottingham, NG7 2WS, UK

European address:
Games Workshop Limited - Irish Branch
Unit 3, Lower Liffey Street,
Dublin 1, D01 K199, Ireland



Этот файл существует благодаря меценатам фонда /GnomeCone.